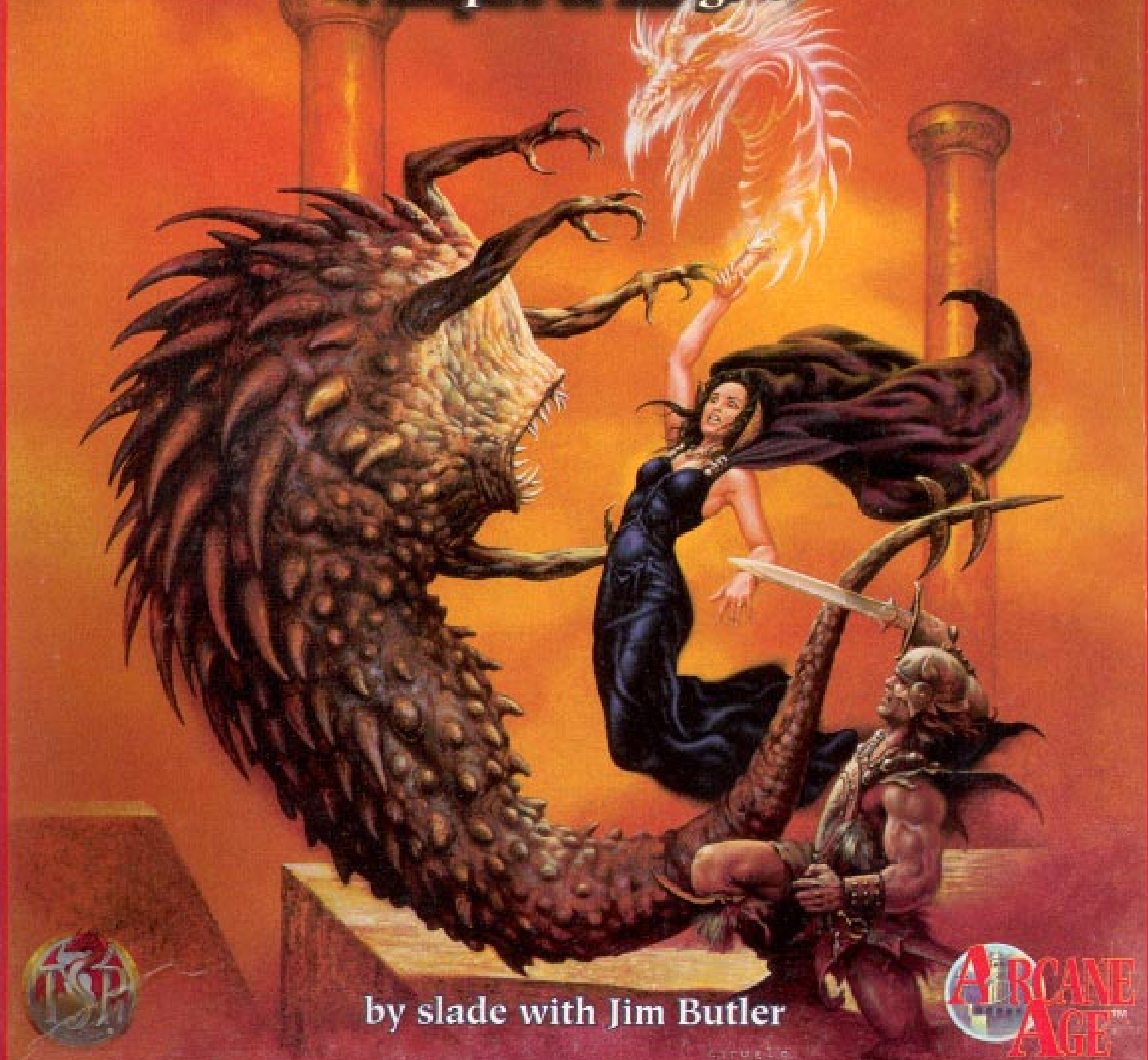
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FORGOTTEN REALMS®

CAMPAIGN EXPANSION

Netheril:

Empire of Magic



by slade with Jim Butler

ARCANE AGE™

Advanced Dungeons & Dragons®

FORGOTTEN REALMS®

Campaign Expansion

The Winds of Netheril



Arcane Age™

Netheril: Empire of Magic

by slade with Jim Butler

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Netheril evokes images of a mystical territory of glistening beauty and cultivated extravagance—of days unfettered by care and nights untouched by the hand of darkness. Most think of Netheril as the land of plenty—of the magical dream come true. Paradise.

Was everything so perfect? Was Netheril the age that should be instead of the age that was? Was Netheril really the climax of humanity? If so, why did the kingdom abruptly collapse with so few survivors? Within the pages of these books, mysteries are revealed. Here, you and your character will experience—first-hand—the awesome power and lavishness that was Netheril.

Many rules have been altered to fit the peculiar setting of Netheril, but with little adjustment, play can commence immediately. DMs and players alike will easily find the rules needed to play in the setting. In particular, arcanists, priests, deities, spells, and magical items are altered slightly to fit in with the "primitive magic" permeating Netheril.

So, welcome to paradise, and live in cultivated extravagance for as long as the magical dream stays true.

slade
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Netheril

Welcome to the Netheril: Empire of Magic campaign expansion for the Forgotten Realms® Campaign Setting. This boxed set contains all the information a Dungeon Master requires to begin a series of epic adventures Faerûn's past. From the birth of Netherese society until it's thousands of years later, this campaign expansion contains all of the relevant facts about one of the Realms' most magical of kingdoms.

It's important that the Dungeon Master read through all of the materials before beginning play or allowing players to create characters for the setting. This allows the DM to better answer player questions regarding events that their characters would have knowledge of. Players should read the Campaign chapter so that they can become familiar with the changes that Netheril bestows upon character classes, relying on the DM to answer other questions that their characters might have concerning Netheril.

History



The dusty corridors of Warlock's Keep led everywhere and yet nowhere, but Szass Tam knew where he was going. Walking through seemingly solid walls, Thay's Zulkir of Necromancy felt his body magically whisked away to deeper and darker chambers of Keep. The lich glanced around the halls as he walked, noting the many traps that would have destroyed a mortal form that walked these halls.

"Larloch!" Szass called out, entering an ancient library. "I bring part of the payment that I promised you. Show yourself."

"Ashrath," intoned a rumbling voice some distance away. The library slowly illuminated itself in a flickering red glow, casting a fiery light across the assembled tomes. "I've been expecting you, Tam," the voice intoned. "But you're still three weeks late with payment."

Szass Tam walked toward the sound of the voice, rounding the end of a bookshelf and strolling nonchalantly toward an ornate golden throne pushed into a corner. Larloch, the ancient lich who hailed from Netheril, sat amidst a clutter of books and braziers.

The Shadow King's body was in stark contrast to that of Tam. While the Zulkir of Necromancy strove to maintain his human appearance, Larloch was nothing more than a collection of bones partially covered in fine garments. The Netheril lich's bones were bright white in color, and trails of emerald energy traveled across his form. More than two dozen ioun stones circled his skull, and globes of red light gazed up at Szass Tam as he approached.

"As I expected, we ran into some Harper resistance," Tam replied, taking a seat opposite the Shadow King. "They weren't going to give up the mantle without a fight."

"If they had any inkling of its power, they wouldn't have given it up in death, either," Larloch grumbled. With a wave of his hand, the entire collection of books that lay before him scattered back to their appropriate shelf. His skeletal hand then reached toward Tam. "The mantle?" he asked.

Szass reached into a pouch and pulled from its magical confines a metal vest enveloped in a violet glow. Larloch's red eyes shimmered briefly for a moment, determining the magic surrounding the mantle to be a form of preservation spell. He then took the vest from Szass and laid it on the table. A moment later, Larloch glanced up at Szass Tam.

"Why are you still here, Tam?" questioned the ancient lich. "This part of your payment is completed."

"The search for this ancient magic has raised my curiosity," the Zulkir replied. "I wish to know more about what Netheril really was."

A long moment of silence descended over the two undead creatures, their gazes locked on one another. If Szass would have had a heart, it would have been racing. Finally, Larloch replied.

"You are both vain and impetuous," the Shadow King replied. "All who have visited me in the past have been destroyed, regardless of their allegiance."

"That's because the others who came before me were inept," said Szass.

"True," replied Larloch. "You have not failed me," he intoned. "Not yet."

Another long moment of silence filled the library. Years could have passed for all either of the undead cared. Time was meaningless. Finally, without warning or preamble, Larloch, the Shadow King, revealed the secret past of Netheril.

The First Age

Netheril's history began nearly 5,000 years ago at the site of seven fishing villages during the time of the First Flowering. Those who follow Dalereckoning would place the date at -3859 DR, but to the Netherese, it was the dawn of the new age. Within a scant few decades, the citizens of the fishing villages of Fenwick, Gers, Gilan, Gustaf, Moran, Nauseef, and Janick referred to the years as NY, which stood for Netheril Years (unless otherwise noted, all years past this point are in Netheril Years). The birth of Netheril was known as the First Age, lasting up until the year 326 NY.

The villages had made the decision to band together for mutual protection against marauding orc bands. The shaman king of Gers, called Nether the Elder, created a calendar to celebrate the union. The coalition of villages was named Seventon, since the marriage of seven villages created the newfound nation. Great joy reigned through Seventon, the people celebrating both their first steps toward civilization and the wisdom of their leaders.

A few years later, however, King Nether renamed the kingdom Netheril, which meant Nether's Land. He demanded more and more tribute from the united villages, and many feared that Seventon would collapse. The citizens from the united villages cried out in protest, and the future for the kingdom began to look very dim.

A poisoned dirk signaled the end of Nether the Elder's reign, however, and a strong and just successor—Nether the Younger—stepped in to take control. No one ever learned who held the lethal blade, and frankly, no one was really in any hurry to find out. The stress of living under a tyrannical and egotistical leader fell away, and the people lived in peace once again, free to concentrate on trade. The nation's name, however, stood the test of time.

The Netherese chose a new form of government—one based loosely on democracy. They had a single king whose surviving firstborn was destined to take the place of the elder, but the leaders of each village had a single vote. The vote of the king was worth five votes, however, giving him more political clout than any single leader.

Fourteen years after the formation of Netheril, the Earlanni elves approached the loosely tied villages. Until this time, elves were a mere myth—imaginary creatures sent by the gods to lend a hand and redirect erred humans to the correct path. Netheril bowed its head in awe to these "messengers of the earth spirits" and venerated them. It took several years for the elves to convince these scarcely civilized humans that they were mortals. With this accomplished, the elves established trade with Netheril beginning a friendship that lasted for centuries.

One of the many things the elves traded was magic. Nether the Younger's friend, Therion Gers, was the first Netherese to learn this new trade. After one year of tutelage in the ways of cantras (0-level spells), he cast a spell to start a campfire. Two years later, the community considered the first human arcanist (Netheril's name for a wizard) the third-most-important person in their society, under Nether the Young and Spiritsummoner the shaman. The people changed the mage's name to Therion the First of Gers, since he was the first arcanist of Netheril.

For the next century, trade continued with the elves, and magic use in this small nation grew in leaps and bounds. Unlike many other cultures, magic use was considered essential, and everyone who turned the age of ascension (13 summers) was taught the ways of magic. Those showing an aptitude were taught more than those who had a lazy, careless attitude toward it. The importance placed on magic helped bring Netheril to the top of Toril's magical nations.

Word of a nation of "humanlike rock beings who dwelled in earthen mountains and hills" reached the ears of the Netherese around year 132. The brave traveled south and far to the west in search of these strange, stone creatures. To the south, the trail turned cold, and the scouts returned empty handed. The scouts who traveled west headed farther and farther with each expedition, and each time, the trail seemed to get warmer.

By 204, the western-reaching scouts intercepted a Rengarth hunting party and befriended them. These nomadic human barbarians told tales of the peoples populating the underground and revealed the location of the rock creatures to the Netherese. The scouts sent word back to Seventon, reporting their new-found information, and immediately headed toward the mountains to the north.

As they approached the Barren Mountains south of the Cold Forest, the adventurers were beset by one of the largest orc hordes ever to hit the area. No one survived to warn the Rengarth people or the Netherese of the approach of the horde.

As the orcs cut a 20-mile-wide swath of death and carnage across the Rengarth ancestral lands and swooped south and west toward the elves, the Eaerlanni and Illefarni nations prepared for war. With aid from Netheril (a token—but sincere—gesture compared to the might of the elves, considering Seventon's low population and magical ineptitude), the elves began a long-running campaign to remove the orc threat.

The elves of Eaerlann were the greatest threat to the orc invasion, and their warriors and arcanists fought with such fervor that the Netherese were in awe. Behind Netheril, the Illefarn elves battled the orcs. It was believed Illefarn had importance in only two battles, their presence elsewhere barren of results.

The Nether Age

The year 326 marked one of the most important dates in Netheril's history-the discovery of the *nether scrolls* (these scrolls are detailed in the *Encyclopedia Arcana* supplement). This set of 100 scrolls provided the Netherese with an incredible jump in spellcraft unseen in the history of Toril. This was an age of tremendous learning in Netheril that lasted until the birth of its greatest archwizards.

The person responsible for unearthing these vital pieces of magical lore was unknown; he's referred to as Finder. While searching the area west of the Far Horns Forest, Finder ran across an ancient ruined building that appeared to have been inhabited by a race who utilized the walls as well as the floor. The chairs and utilitarian furnishings seemed to indicate the species possessed more than two legs—possibly four.

Finder searched every nook and cranny in this old, dilapidated building, hoping to find something of value to sell when he reached home. When he discovered the gold scrolls, he realized he had found something worth far beyond the scrolls' monetary value. He returned the scrolls to Netheril and studied them incessantly. Finder discovered that the 100 gold pages were actually two sets of 50 scrolls. One set looked much older and tarnished than the other. He called the gold foils the *nether scrolls*, named after the nation of his birth, and shared his newfound information with the arcanists of Seventon and Zenith a few years later. Within a few short decades, everyone in Netheril was blessed with the knowledge contained in the scrolls.

Congenio's Pebbles

Few spellcasters existed that commanded the respect of their peers, and fewer still are those whose names survived millennia after their death. Congenio Ioun was one such arcanist; his name is still known 4,000 years after his death in the form of *ioun stones*. These magical stones floated above the head of their owner, bestowing a variety of special powers, and they were highly sought after by the arcanists of Netheril.

Congenio was born in the year 364 and, in an unprecedented feat of skill, created his first magical item at the age of 33: *Congenio's pebbles*. During his lifetime, he created over 30 *Congenio's pebbles* that did everything from allow a creature to see in the dark to provide a temporary level increase.

In the year 451, he changed the name of the pebbles to *Ioun's stones,* and in 1319, he passed away to the realms of the gods, living an abundant 955 years. Congenio was considered the first major arcanist to come out of Netheril and was always looked upon as a genius before his time.

Delzoun

In the year 401—after 269 years of searching—the Netherese finally discovered the realm of the stout, short, humanoid creatures who dwelled within the hills and mountains. The creatures were none other than the dwarves of Delzoun. The long search to find the dwarves didn't make establishing ties any easier, however.

It took a few years to discover what each culture wanted from the other. The Netherese found it nearly impossible to sell their new magical items and spell research techniques to the dwarves, since the dweomers failed to function some of the time (the Netherese believed this was due to the dwarves' closeness to Jannath, whom Netherese sages saw as being a very nonmagical being). The dwarves found a steady purchaser of finely crafted metal weapons in the Netherese, however, and that single commodity consumed most of the trading between Delzoun and Netheril.

The Netherese established trade routes across the Narrow Sea between the dwarven port city of Ascore and the Netherese cities of Harborage and Zenith. They also created the Lowroad, which passed through a heavily guarded passage through the Underdark. Back before the days of the phaerimm, this was an area actively patrolled by the dwarves in order to keep it free of illithids, drow, and other denizens of the evil Underdark.

Mythallar Era

With the discovery of the *nether scrolls* behind them, the Netherese now concentrated on spellcasting. The Mythallar Era provided the one invention that would shape Netheril's future in ways no one could possibly foresee. It took its creators to amazing heights of power.

Ioulaum

One of the greatest human archwizards to ever grace the lands of Toril—quite possibly the longest-lived creature known—was born in 544. Ioulaum was a major catalyst for Netherese spellcraft, training over 3,000 arcanists. Without his imposing presence, the magical *mythallar* (discussed below and detailed in the *Encyclopedia Arcana* supplement) that allowed Netheril's cities to float in the air might never have been created.

Ioulaum led a major battle in 714, bringing thousands of Netherese spellcasters and warriors to mount an attack against the largest concentration of orcs in Netheril's land at the time—leading them into the Rampant Peaks. Fourteen days later, the orcs retreated, but not before over 18,000 bodies lay rotting on the slopes and valleys of the Rampant Peaks, 10,000 of whom were orc corpses.

Ioulaum, however, was not finished. He wanted to find out where the orcs were stationed, and he wanted to remove the threat forever. He tired of the loss of people, food, and caravan cargo to the looting beasts, and nothing was going to stop this conflict until every orc was exterminated. After years of scouting, tracking, and scrying, Ioulaum's outriders and seers found their major habitats: the knolls surrounding the headwaters of the Canton River.

With more than 50,000 troops, Ioulaum began his greatest campaign—a war that lasted 16 months. Called the "Excursion into Extinction," Ioulaum led 32,000 troops to their death, but he succeeded. No orc was able to escape Ioulaum's gauntlet, since the whole area was surrounded and magical *gates* set up throughout the hills allowed the instantaneous transport of troops from one location to another in order to block all points of desertion. Over 140,000 orcs were slaughtered, their bodies reddening the snows of two mountains that became known as Bone Hill and Thunder Peak.

The First Loss

In the year 764, a tragedy occurred in Netheril: Half of the *nether scrolls*— one complete set—were stolen. The two copies, luckily, were separated in order to assure that one copy would remain in case of fire or other loss. The newer-looking set was stolen and never found. The storage vaults used to contain the scrolls were sealed, alarmed, and trapped to the best of Netheril's magical ability, but the scrolls were nonetheless removed without setting off the alarms, unsealing the vault, or activating the traps.

The Mythallar

Ioulaum proved his importance in the year 845, when he created the *mythallar*. This magical device dug deep into the weave of magic (controlled by the goddess Mystryl) and gave access to raw, unfiltered magic. It allowed Netherese arcanists to create magical items without need of a *permanency* spell and provided the constant magical force that allowed entire mountains to hover in the air.

Before this device was created, Netherese arcanists could place only simple dweomers on small objects with limited abilities—at the supreme cost of a mage's vitality. In times before the *mythallar,* arcanists who made multiple permanent magical items could be picked out of the crowd: Their bodies appeared much older and bent than their years. The process of making an item with permanent effects took its power from the mage's body, a process not many arcanists were willing to succumb to.

With the advent of the *mythallar*, arcanists were able to create magical items that would, in effect, be permanent incantations as long as they stayed within the one-mile-radius effect of the *mythallar*. The first of these quasimagical items was created in 848 by Ioulaum himself. He created an elaborate mantle that allowed the wearer to see in the dark and hear the thoughts of all those within 20 feet.

Once this magical item was created, the floodgates were opened, and the nation of Netheril was suddenly faced with a glut of magical items. The prices of such quasimagical items dropped to one-tenth the going rate for "real" magical items.



The cost of traditional magical creations—those that required a *permanency* spell—rose to three-times the going rate, since only those who left the range of a *mythallar* required such items.

Floating Cities

Ioulaum once again proved his worth when he created the first floating city in the year 866. Tired of fighting orcs, goblins, and others who wanted to feed off the toils of the Netherese, Ioulaum took one of his *mythallars* to the southern section of the Rampant Peaks and sheared off the summit of a mountain with an 11th-level spell. Using a form of *Yturn's levitation* and *Chronomancer's gravity reversal*, he placed the *mythallar* in the center of the flat side (effectively upside down) and rotated the mountain point down, giving him a large, circular, flat surface upon which to build a city. He called the new structure Ioulaum's Enclave, and it soon became a flying city as people from all across Netheril flocked to him, wanting to live in the clouds, high above the threat of "those who fear and don't understand magic."

As the leader and creator of Ioulaum's Enclave, the archwizard was in absolute control. He allowed the people to have a say—and he sometimes took their advice and wishes to heart—but when it came right down to hard decisions, Ioulaum made them all.

While Netheril was concentrating its efforts to increase the number of floating cities (which, by 1048, had risen to 13), the orcs were feeling the pressure of extinction. They felt the only way to continue as a race was to rid the lands of the Netherese. That year, a major offensive was set against the cities of Zenith and Conch; the orc threat began moving toward the Seventon region.

The seven cities sent their finest warriors westward to confront the orcs, only to be turned back when word of an orc sneak attack east of Seventon reached their ears. Seventon had never fought a two-front war before and, without the help of Ioulaum's enclave, the Seventon region would have turned into spoils ripe for orc plunder.

The Silver Age

Badly in need of resources, the Netherese began sending scouts throughout the region to look for mining opportunities. Their primary source of raw materials was discovered when Dekanter, a Netherese miner, unearthed a huge lode of gold, iron, mercury, silver, and platinum in 1101 NY. For over 1,000 years, this mine provided Netheril with more mineral wealth than any other location.

During this 550-year push to find natural resources, the Netherese also began setting up small colonies and outposts throughout what was to become the Savage Frontier. These outposts served as safe harbors for the long trek into the Frontier, a place where food, water, fresh horses, and other supplies were made available to the caravans and explorers delving into the area.

During Netheril's territorial expansion, Netherese at home

were in tune to another expansion of their own. The constantly available magic from *mythallars* allowed relatively low-level arcanists to create quasimagical items for themselves, and these arcanists were all looking for the magical invention that would allow them to retire. Most of these new magical items were designed with the common person (the middle class) in mind. This group of people were the ones in greatest numbers and carried with it the greatest promise for get-rich-quick schemes. These small-time arcanists had the right mentality: make an item cheap, simple to use, and make it appear to be invaluable—basically turn a nicety into a necessity.

The first items to enter the market were simple *roomlights*, a globe that continually shed light in a room. This ended with it being perfected into a globe that would light with an activating command or sound (depending upon the desires of the purchaser). Soon, every house floating on an enclave had one in every room.

Next came running water, contrived by opening a permanent fissure into the Elemental Plane of Water, controlling the flow with a simple spigot. Once this was accomplished and sold to every house, indoor plumbing and water closets were the next logical step.

Outposts

Netheril's archwizards began to feel a bit cramped. As more and more cities rose into the air, they feared their numbers would grow until their presence blotted out the sun. They felt expansion was in order. They expanded their sphere of divination to the east and to the west, but found the land to the west more to their liking. The east was home to nations that were rising in power, although not really following the magical paths set down by Netheril.

A few archwizards, however, debated whether to subjugate the eastern nations under their rule. All plans to infiltrate the eastern cultures were laid to rest when the western lands, controlled loosely by barbaric tribesmen who were "sired by the consummation of the Earthmother (an aspect of Jannath) and a wolf," were deemed an easier target. The Terraseer, a mysterious oracle, was probably the main reason Netheril didn't expand to the east. He and a company of powerful arcanists headed an expedition into the Frontier to investigate the land for strip mining and general exploitation.

After 22 months of travel, he returned with reports that amazed the Netherese. "To allow this land to be dominated by mindless savages unable to understand the simple concept of collective imagecraft (powerful surrealisms or illusions manipulated by the subconscious minds of three or more mentalists that could become reality with a simple thought) would be a crime against progress and enrichment," cried the Terraseer. The Terraseer urged Netheril to immediately establish outposts in this new frontier.

In 1491, the Terraseer found an ideal location for an outpost that could provide water for caravans and scouts heading into the mineral-rich mountains, but they had to remove creatures that called the land home: owlbears. In what was soon to be known as the Caravan War, Netherese scouts and outriders destroyed the 3,000 owl bears, creatures given existence by the Creator Races thousands of years ago. Once safety was provided by the warriors, the arcanists came into the town and set up one of the most elaborate piping systems available. Drilling over five miles into the crust of Toril, the arcanists provided the Old Owl Well outpost with an everlasting water supply.

Old Owl Well was manned with a company of warriors and a handful of *seers* who used spells and *crystal balls* to scry on the activities of the Illefarn elves, who at the time viewed the Netherese as a possible adversary. Despite the tension with the elves, Old Owl Well became a major stopping point for thirsty caravans within five years.

Two other watering stations and spy outposts were created in this new frontier. The first was stationed in the forested area northwest of the future site of Southkrypt. Since these Netherese frequently had to leave their outposts—where the *mythallars* wouldn't function—they began a long, arduous campaign to create real magical items with the power of the quasimagical items—not an easy process. After several generations, they succeeded. Some of these items are detailed in the *Encyclopedia Arcana* supplement. The second outpost was along the northern edge of the Westwood, tucked away into the foothills of the Sword Coast Spires.

The Golden Age

The time of the Chronomancer's birth in 1652 marks the beginning of Netheril's Golden Age, when the nation was at the very pinnacle of its power. Netheril began lifting one enclave into the sky per year. Soon, dozens of these magnificent monoliths of magic rode the air currents or moved in orbital patterns around the loosely defined borders of the Netheril empire. Each archwizard who created his enclave heeded Ioulaum's example, setting up his or her own laws and guidelines that the enclave's residents had to follow. As time went on, the people had less and less say, and their voice regarding changes in government, tax rates, and the such were drowned out by the archwizards' lust for more power. The enclaves soon became a vehicle to provide funding for the archwizards' spell research, a staging area for campaigns against other archwizards, and excursions into the quasi- and paraelemental planes.

The Chronomancer was concerned about the other human civilizations on Faetin. He felt that Netheril's snobbery toward less-magically developed nations was a mistake that would come back and haunt the empire. While the Chronomancer shared many of the archwizards' weaknesses (such as the belief that the gods were just powerful archwizards who could be challenged), he also cared about the well-being of Netheril's neighbors. This included the elves, dwarves, and barbarian peoples.

When news of an orc horde ravaging the Illusk nation in 1756 reached his ears, he entered the fray, helping the human settlements fend off the attack. Unfortunately, even the incredible power of the Chronomancer couldn't save the nation, and he fell victim to a degenerative wound that killed him eight years later. He very well could have taken healing and curative spells to fix his ailment, but, like all of Netheril archwizards, he believed the gods were merely archwizards like himself who had found "ultimate magic." Their pride wouldn't allow them to put their faith in the deities for fear if they put their trust in these advanced archwizards, they would never achieve "ultimate magic" themselves.

Netheril was never without some rising menace, and the archwizards had to spend a lot of time dealing with enemies from both the surface world and from within their own ranks. This included destructive acts by Netherese citizens as well as the nonhumans that swarmed around and within Netheril's borders. In the year 1963, Netheril bore witness to an internal menace: citizens who had little aptitude or respect for magic.

Nine men broke into the "Most Holy and Magical Chamber of Ioulaum the Demidivine," killing nine guards in the process and losing seven of their numbers, to steal 24 parts of the *nether*

scrolls. When the thieves escaped to the surface world, a manhunt began. The thieves, fearful of the archwizard's retribution, pounded the priceless golden scrolls into indiscernible baubles. They then sold these gold nuggets, receiving about 260 gp in coins.

In 2201, the Mines of Dekanter were plundered to their fullest. Nothing more could be mined from this site, and Netheril abandoned it. However, the Mines of Dekanter were reopened three years later in order to accommodate the creation and research of dangerous spells-all because of one incident: The destruction of a flying city.

The First Falling

The first enclave fell in 2202, when the floating city of Sunrest yielded to the effects of ill-planned spell research. The city hailed the impending creation of a spell called the *Sunrest sunshock* (which was an early attempt at an ultra-powerful *meteor swarm* spell), but an accident occurred. The spell probably worked correctly, especially when eyewitness accounts from the city of Remembrance reported a blinding flash of light from the west, with a deafening roar that followed a few minutes later. Those who watched were horrified to see the whole enclave fall to the ground into a heap of rubble and stone. No one survived the accident.

The Barbarian Schism

In an unprecedented move, the Angardt tribes living near Frostypaw befriended an arcanist from Netheril who began teaching them spellcraft in 2477. The arcanist wanted to help the Angardt fend off orc raiding parties, and the tribesmen were eager to learn new techniques to rid themselves of the murderous hordes. Unfortunately, the nearby Rengarth tribe, fearful of magic, drove the Angardt from their homeland. For seven years, the Rengarth battled Angardt tribesmen that chose to stay until all of the magic-following tribe was well away from their lands.

Age of Discovery

In 2654, miners found something that would change their lives forever-the gems known as *chardalyns* (detailed in the *Encyclopedia Arcana* supplement). An arcanist known as Elorian examined the gems as the miners brought up the "useless rocks" to her. She was amazed at the degree of magic the stones seemed to possess. Before long, she realized that the gems could hold a single spell that was cast into them, later releasing the magic when the fragile gem was crushed. This discovery launched the empire into an expedition frenzy that lasted more than 500 years.

The discovery of the *chardalyn* gems caused many of the Netherese enclaves to intensify their efforts in mining the surrounding hills and mountains. Many of the archwizards believed even greater prizes awaited discovery, and they invested huge sums of money in an effort to be the first to find them.

Realmspace

Next in line of importance, behind *chardalyns,* was spelljamming, or flying ships into Realmspace. The Skyward Realms, as the space mariners of Yeoman's Loft called Realmspace, was believed to be the next great frontier for raw materials, such as mined ores, spellcraft, and "discovered" magical items. The Yeoman's Loft explorers, however, were also responsible for racial "experiments," basically vivisecting anything they ran across. This gave the Netherese, the only humans to have ventured into Realmspace up until 2795, a very bad name and a horrid reputation-akin to the fear generated when an illithid spelljamming ship was seen.

This dread did nothing but separate the Netherese from the spelljamming community already in space and made trade nearly impossible. In fact, Netherese ships were attacked on sight. Oberon, an arcanist born during this time in Netheril's history, tried his best to mend his nation's reputation in space, but it was to no avail. One hundred years after the first ship ventured above Toril's surface, Netheril recalled the last one. The tremendous expense of armoring and defending their ships far exceeded any profits to be made in Realmspace. Since the Netherese were unsuccessful in creating their own helms and other spelljamming items-being forced to rely on the Arcane for such materials—they decided to drop out of Realmspace.

Oberon, distraught over the loss of his love, moved to Yeoman's Loft and attempted to maintain a presence in Realmspace. Even his death 10 years later didn't hamper Netheril's presence, as others who felt and shared his dedication continued in his wake.

The Shadowed Age

The Shadowed Age of Netheril brought the first inklings of what was to befall the Netherese—it was a time when the shadows of doom crept around the Netherese landscape. Beginning with Karsus's birth in 3163, this age heralded the arrival of the phaerimm, the birth of Olostin, and the discovery of even more powerful magic. Its conclusion was marked by the utterance of a single spell; *Karsus's avatar*.

Many great arcanists were born in Netheril, and many of them outlived their own civilization by centuries, typically by lichdom. While many of the most powerful Netherese were archwizards, it wasn't necessarily a requirement. Of all those who did survive beyond the fall of Netheril, however, none were as great as Karsus.

Karsus

Karsus's first spellcasting came at the tender age of two, when he instinctively cast a cantra. Young Karsus found himself learning spells almost inherently, as though he always knew them. The local priesthood of Mystryl took an immediate interest in the young man and trained him. They tried to indoctrinate him into their church hierarchy, but he wasn't interested. He didn't believe that putting his faith in a polytheistic structure would do him any good-he believed himself worthy of a god's stature. This, of course, made him the perfect candidate for archwizardry, since all the archwizards believed in only themselves.

As Ioulaum perfected his greatest spell, *Ioulaum's longevity*, Karsus, at the age of 22, became the youngest archwizard ever. To gain this title, one had to create a *mythallar,* carve an enclave from a mountain, erect a city upon it, and then claim it as his own. For several months after his feat, Karsus was unable to procure businesses and residences, primarily due to his youthfulness. He decided that if magical might alone couldn't attract citizens to his enclave, perhaps an image of success would.

Karsus hired some of the best architects in the land to create buildings that defied the very laws of gravity and physics. These structures eventually became known as some of the greatest arcanist colleges and universities in Netheril. The uniqueness of the structures, and the hope of having such a building for themselves, lured people to Karsus's enclave, and the city became successful.

In order to assure even greater success, Karsus persuaded the council of Seventon to loan his city the remaining *nether scrolls* in order to study them and see if there was a link between all the scrolls in order to find the ones that were missing. Unfortunately, as the scrolls were *en route* to Karsus, the caravan (though guarded by over 100 warriors and arcanists) was ransacked and the scrolls were stolen. An intense search for the thieves began in 3195 but ended seven years later in failure, with the loss of 125 lives. Netheril now had none of the *nether scrolls* in its possession, and their whereabouts perplexed even the greatest arcanists and seers.

Shadow

A student in Karsus's academy for magical study, Shadow published a highly criticized work on the planes. His work earned him the enmity of the establishment, and he was sent into exile. All study of demiplanes and quasiplanes was banned in several cities. In Karsus, though, Shadow was asked to stay and continue his studies; Karsus felt Shadow was onto something important. Shadow invited other "underground" researchers to help him in his investigation, and Karsus financed the whole operation. Eleven years later, with permission from Karsus himself, Shadow published another work, this time on the Demiplane of Shadow, entitled *Shadows: The Palpable Cohesion of Formless Corporeality.*

Other archwizards throughout the nation suddenly realized the importance of this discovery and saw the Demiplane of Shadow as a perfect place for exploitation—a limitless supply of shadow servants and the source of Shadow's shadow-magic. They immediately lifted the ban on demiplane research, openly encouraging all others to discover other demiplanes as well. Unfortunately, they also discovered the Demiplane of Imprisonment, ultimately losing a handful of arcanists to its misty confines, though this loss was kept under strict secrecy.

Olostin

Archwizards and researchers were not the only ones who left a lasting impression on history. Many individuals also forced their way into the annals of history One such individual was a human named Olostin.

Olostin was never given the opportunities that he felt he should be given, and he began to lash out angrily. He hated others, but actually felt a certain amount of compassion toward the downtrodden nonhumans—those goblinoid races that Netheril and the elves had fought against since the beginning of time. His hatred built up inside and he finally was ostracized by the Netherese, sent to wander the wilds of Netheril.

As he wandered, Olostin met up with a vicious beast that looked like a living cone with four arms—a phaerimm. Olostin, frightful of his life, prepared to defend himself from certain death, but the beast simply wanted to talk. The phaerimm claimed that some unknown force on the surface world was killing its children and making the old and infirm die before their time; it wanted to know who upon the surface was using magic.

Olostin sat and told the creature everything he knew of the Netherese culture and how they were wasteful and decadent. The phaerimm listened to every word Olostin uttered about the Netherese. After giving the renegade a powerful magical item and telling him where he could find a keep secure from the evil Netherese, the beast returned to its homeland. Olostin never saw his monstrous friend again but always felt that he was close at hand, helping him accomplish his deeds.

Those deeds were the very thing that preserved Olostin's name. He and his band became the most ruthless murderers in the history of Netheril. In the year 3348, he began a 33-year-long reign of terror with a successful attack on the city of Unity, where he was christened the Baron of Dread. The Baron and his band killed more than 28,000—humans, elves, orcs, goblins, dwarves, halflings, and gnomes; it made no difference-and stole a king's ransom. At the end of his career, he and all of his company were incinerated by a *Noanar's fireball* spell cast by an unknown arcanist in excess of 34th level. The stronghold was gutted and everything inside was destroyed. The magical item Olostin received from his conical companion, however, was never recovered.

The Phaerimm

After studying the information Olostin gave them and researching ways to sap the strength of the human nation, the phaerimm—one of whom was Olostin's "conical friend"—began casting their *magic drain* spells across the land in the year 3398. The permanent *magic drain* spells began draining life energies as well, slowly killing everything within their sphere of effect. They begin casting this powerful spell everywhere across Netheril's lands.

Fortunately for the Netherese, the effects of the *magic drain* spell were visible. Near the largest flying cities, the land slowly began turning into a sandy desert. At first, the archwizards were unconcerned; they simply flew the city to a different place. As the "land's plague" continued to follow the cities, however, the archwizards knew something was wrong. But in moving the cities around, they helped establish the borders of the desert that would one day be known as Anauroch.

As this plague progressed, the archwizards slowly discerned an intelligence working against them: the phaerimm. From time to time, powerful archwizards would create new, more-powerful spells, only to be suddenly attacked by a wave of magic-hurling phaerimm intent on their destruction. News of the phaerimm's open attack against the Netherese was slow to spread, however, for the phaerimm seldom left survivors, and their magic blocked most divination attempts to discover the truth behind this or that archwizard's disappearance.

The combined might of the *magic drain* and *life drain* spells caused quasimagical items to fail on the enclaves and tended to negate any other magical effect that wasn't permanently imbued into an item by use of a *permanency* spell. *Ioulaum's longevity* spell was another that frequently failed, causing the creature's true age to rapidly catch up with it. Spells could still be cast with norma1 effects, however.

Heavy Magic

Karsus discovered that the phaerimm's *magic drain* was beginning to weaken the life-enduring magic he had constructed around himself, and he determined that he needed to find the source of the draining or choose a different way to stay alive. He reverted to lichdom and began experimenting with *heavy magic.* This graft of physics, chemistry, and magic was so unstable, Karsus felt that it would either be the end of Netheril—and possibly all of Toril—or a boost for the magic that seemed to be draining away His main reason for studying *heavy magic* was to destroy the denizens of the underworld who he believed were responsible for the ever-growing decline of available magic.

Heavy magic, unlike other forms of magic, was a tangible force. It was like a sphere of clear honey that didn't leave any residue after contact but instead slowly extricated itself from any object it came in contact with. Moving a hand or walking through *heavy magic* created effects similar to moving through hip-deep water.

Karsus discovered that *heavy magic* could be enchanted with other spells. He also determined that *heavy magic* could be "painted" or "daubed" on any surface (like a wall, door, or mechanism), and the surface would take on the effect. Karsus found it very handy to force a bit of *heavy magic* enhanced with a *dispel magic* into a lock, especially when it disabled the use of *detect traps* and deactivated a magical lock pick set.

One cubic foot of *heavy magic* (weighing one pound) could be created by an arcanist for each level of experience, so when Karsus cast the *heavy magic* spell, he created 41 cubic feet. He enspelled the thick, gelatinous blob with a *Volhm's drain* spell, which was designed to transfer magical power to the largest power source within a 2,500-foot radius-and it began sapping the energies released from the *mythallar.* The *Volhm's drain* spell both collected and sent the power back to the *mythallar,* robbing the enclave of magical power.

The whole enclave began toppling toward the ground, and the street lights and all the quasimagical items used on the flying city flickered and pulsed. In a desperate move, Karsus levitated the *heavy magic* and used *Tolodine's gust of wind* to force it over the side of the city. It plummeted to the High Forest. Wulgreth, a renegade arcanist living in the area, was slain and turned into a lich when Karsus's *heavy magic* absorbed his life energies.

Karsus spent the next few years studying this new concept in magic and tried to make it work. He liked the idea of enspelling a mass of *heavy magic* and liberally painting the spell effect on whatever he wanted. He painted a *Toscudlo's hallucinatory terrain* on the walls and ceiling of an entire room, creating a sort of disoriented realm of dreams. He was able to make a judicial podium that notified everyone in the courtroom when someone lied while on the stand.

While attempting to figure out other ways to use *heavy magic,* Unity, a city on the northern border of the Far Horns Forest, was infiltrated by fiends from the lower planes who sought the city as a staging grounds for an eventual takeover of Karsus. They would have succeeded, but Karsus and his most trusted advisors and "friends" used *heavy magic* imbued with *Oberon's dismissal* and *Aksa's disintegrate* spells to banish and slay the beasts over a three-year time period.

Around the year 3505, the strange interaction of magic (due to the phaerimm's' *magic drain* spells) began to worry the archwizards, and many of them left for points north and west. One arcanist traveled west to create the human nation called Illusk, named after the culture that once lived there. He used his magical power to build an entire city. He died in the process, but his followers lived on the fruits of his labor.

Those that remained behind tried to discover a weakness they could exploit in the phaerimm, and they received some mysterious assistance from a race of creatures known as the sharn. The sharn cast magic that altered the very geography of the land when it came in contact with the phaerimm's *magic drain* and *life drain* spells, transforming mountains into rolling hills or increasing the spread of the desert. The phaerimm were suddenly faced with a two-front war.

The Fall

In 3520, the archwizard Ioulaum disappeared. Several of his friends, including Karsus, believed he left Netheril because he depended heavily on magic to maintain his life (after all, he was nearly 3,000 years old). His final fate remained unknown.



Panic surged through Netheril as the citizens learned of Ioulaum's disappearance, and the archwizards that remained feared that there would be a revolt. Karsus, feeling the responsibility for Netheril's future on his shoulders, felt that it was his duty to weld the nation back together. He fmished a spell that he'd been working on for years and then cast it upon himself.

This spell, called *Karsus's avatar*, was the only 12th-level spell ever created. It was designed to temporarily steal the powers of a deity. When he cast the spell, he chose Mystryl, the goddess of magic, in the process changing forever the way magic functions. Knowledge has always outweighed wisdom, and Karsus was no exception.

His body swelled with the sudden influx of godly power, and his mind filled with unimaginable knowledge. Karsus instantly realized the horrible mistake he had made: He stole the power from the one god he shouldn't have. Mystryl's position called for one of the aspects of her psyche to constantly rework the weave of magic—the weave that Netheril and its glut of magic and the phaerimm with their *magic drain* spells constantly threatened to unravel. When Mystryl lost her ability to keep the weave of essential magic (magic in its purest unschooled and unfielded form) intact, the inundation of magic surged and fluctuated, and the effects of all things magical doubled for a time—a short time.

Mystryl sacrificed herself to save the weave before the damage became irreparable. This broke Karsus's link to her magic and obstructed the weave, causing all magic to briefly cease functioning. Without the infusion of magic, the floating cities of Netheril fell, and Karsus was instantly slain. His bloated body petrified and toppled from the high plateau above his floating city and plummeted to earth. As his body fell, his stony eyes, still shimmering with the last glint of godly omniscience, caught a glimpse of the cities of Netheril smashing to the ground, killing all their inhabitants. His heart broke—greed for the power of the deities themselves caused the destruction of his home, his family, his friends, and his people.

When Mystryl reincarnated herself—this time as Mystra—she used the form of a beautiful peasant girl learning the basics of cantra magic but with the capacities for archwizardry. Her first priority was to recreate the weave of magic. This time, she made magic follow a few more rules, and no spell above 10th level would function. By the time she was completed, she was able to save only three of Netheril's floating cities; the rest were utterly destroyed. These three—Anauria, Asram, and Hlondath—were high enough above the ground to survive. The cities safely landed, and the survivors stumbled away from the cities in shock.

Priests and priestesses of the new goddess of magic were told the story of Karsus in dreams and visions when they prayed for spells. It was Mystra's attempt to make sure that nothing like this ever happened again. Yet Karsus was accredited as being the only human to have ever achieved godhood through spellcasting, even if was only for a fleeting moment.

Within a few short months, the inhabitants of the surviving three cities left, fearful of the phaerimm, the gods, and the orcs. About one-third migrated northward, with the rest traveling south to create the shadows—or "survivor states" for the optimistic-of Netheril; Anauria, Asram, and Hlondath.

Some of those who traveled north followed "dream visions" and built a small city near the bleeding red stone corpse of Karsus, mistaking the former archwizard's petrified corpse as that of a dying god. They named their city Karse in honor of the finding of their "god." Their worship of Karsus angered other nearby denizens, however, and it was widely held that the lich Wulgreth had the city destroyed in 3533 in retribution for what Karsus had done to him. Other sages, however, believe Wulgreth was busy in Ascalhorn trying to destroy what remained of Netheril, piece by piece, patiently enacting his revenge, growing more and more evil as time went on.

Wulgreth opened a gate to Baator in secret, seeking aid for his quest and receiving it. Ascalhorn was slowly infiltrated by baatezu as the centuries slowly marched onward. The fiends served first as servitors, but they quickly acted as schemers and go-betweens for the powerful arcanists of the city, encouraging rivalries, misunderstandings, and fears. Within a millennium, Ascalhorn became Hellgate Keep.

The End of the End

In what was known *as The End of the End,* all that remained of Netheril was destroyed over 300 years. It began in the year 3826 when Asram was hit by the worst plague in the history of Toril, decimating the whole population in one month. Even those who escaped the scourged area died.

It was believed Kiputytto (a god trying to take over Talona's portfolio) attempted to upset Talona's influence on Tori1 at about this time and was killed in the process. Talona plagued the ill-fated Asram in order to get the prayers of salvation from the city's inhabitants who hoped to appease the god and lessen the effects of the disease. With this sudden increase in patrons, Talona gained the power required to kill the deity Kiputytto and absorbed its powers.

In 3970, Anauria fell. It succumbed to the weight of an orc attack. When it fell, however, it delivered a blow to the marauding beasts that required a whole millennia to recover from.

The Crown Against Scepter Wars began in 4058 and finally ended in 4167. The wars between Cormanthyr and Hlondath were not long-lasting by any means, and few deaths were incurred by either side. Mostly, it was a show of force and magical might, and Myth Drannor won most of them.

It's no wonder that Myth Drannor prevailed in most of the conflicts, for Hlondath was soon to fall. Its last dying breath went unheard in the year 4188 as the desert of Anauroch consumed its fields, starving its people and sending them scurrying into the heart of Faerûn.

The Sharn

It was unusual that Anauroch ceased its spread with the fall of Hlondath. Many suspected that the sharn—powerful spellcasters whose magic transformed the land around them as they cast their spells—were the source of the phaerimm's ending of the *magic drain* spells. Still others believe that the lack of magic in the area caused the phaerimm's spells to collapse inward on themselves. It could have even been a combination of both of these or perhaps something entirely different.

Whatever the truth, it was known that the sharn's magic caused geological disruptions all across Anauroch each time their magic intersected phaerimm magic. Mountains whose peaks had been sheared off to serve as platforms for Netherese cities reformed in the wake of sharn magic. New mountain ranges formed, some disappeared, and even the High Ice grew and expanded as a result of the colliding spells.

It's unlikely that the sharn's motivations were connected with salvaging the Netherese. The sharn made no effort to contact the Netherese archwizards, preferring instead to act on their own in dealing with the phaerimm. In many ways, the Netherese found themselves caught in the middle of the two warring races.

The Campaign

Running a Netheril campaign is like running a standard campaign set in the Realms. The problem, of course, lies with the fact that everyone knows how the story is going to end. Good role-players can aid in playing an enjoyable Netheril campaign as well, but what about those players who want to bring their favorite characters in the modern-day Realms (1370 DR) back to the time of Netheril? Those characters already know what happened to the Netherese, and they just might be inclined to try and stop the impending cataclysm (like all good adventurers).

The material presented in this chapter prepares both the Dungeon Master and the players for life in this magical kingdom. It details the various races and classes available to player characters, and it also provides information on how to handle time-traveling characters. Since magic works differently in Netheril than detailed in the *Player's Handbook,* a new magic system is also included.

Time Traveling



A Netheril campaign in which modern-day heroes travel back through time to the age of Netheril carries with it more than just the knowledge that the player characters bring with them. Fortunately, travel back into Faerûn's is jealously guarded by the god that carries the portfolio of time. In Netheril's case, Mystryl stood watch over the time conduit that led to the land of the Netherese.

Mystryl understood that time traveling would become an interest to spellcasters at some point. Instead of allowing spellcasters to come up with their own methods for time travel, Mystryl took it upon herself to establish how magic and time travel could work together. To this end, she created the *time conduit* spell. Spells from the *Chronomancer* supplement don't allow a character access to the Netherese time period.

Time Conduit

Mystryl created the *time conduit* spell to allow travel through time on her terms. Wizards who sought to create new spells that evaded the rules of time travel inevitably failed, their research leading them back to the conclusion that Mystryl's *time conduit* spell was the only way to time travel. Its drawbacks, however, made it nearly impossible for time travelers to alter history (which, for many spellcasters, was the only reason *to* time travel).

The decision as to allow player characters the ability to alter the timeline is left in the hands of the Dungeon Master. The official timeline remains as detailed here, assuming that player-characters were unable to make changes that prevented the fall of Netheril and the reformation of magic. The follow-up adventure to the *Netheril: Empire of Magic* campaign expansion, *How the Mighty are Fallen*, details the final days of Netheril based on the information presented in these pages.

Mystryl established links to each year of Netheril's existence. Spellcasters and their companions who traveled back in time always arrived at the start of the new year, and they always left on the final night of that year. Nothing, not even *anti-magic shells* or *prismatic spheres* could prevent the magic from pulling a time-traveler back to his current time.

This limitation didn't bother wizards nearly so much as the side-effects of time traveling. Magical items couldn't go with the travelers, and memorized spells were wiped from memory (many theorize that this stored mental energy is actually what powers the spell). Armor and weapons that didn't exist at the destination likewise couldn't go with the time traveler (so full- and field-plate armor can never go back in time to Netheril).

Spell books and scrolls could go back in time, but spells that don't exist at the destination time simply appear as blank pages (such spells reappear when the time traveler returns to his own time). Innate abilities granted by a god in one time might not exist in the destination time period, but that is detailed in the **Gods of Netheril** chapter.

The *time conduit* spell, detailed below, is an extraordinarily difficult spell to obtain; researching the spell could take many years. High-level player characters might be able to find a long-lived wizard (such as Larloch the lich, the Simbul, Elminster of Shadowdale, Khelben "Blackstaff" Arunsun, and others) who would be willing to trade such a spell for something the PC holds dear or in exchange for a "small" task. Extraordinarily lucky PCs might find a copy in an ancient tomb somewhere in the North.

Ninth-Level Spell: Time Conduit

(Alteration, Chronomancy)

Range: 30 feet | **Components:** V, S, M
Duration: Special | **Casting Time:** 1 turn
Area of Effect: Special | **Saving Throw:** None

Upon casting this spell, a shimmering golden portal appears somewhere close to the caster (though the caster has no idea where the portal appears). The 10-foot circular opening appears to lead into a long tunnel filled with silvery-blue flashes of light. Creatures that gaze into the tunnel for more than one round begin to see glimpses of their past cascading past the walls of the tunnel, though these memories cause no damage. The portal remains for one round per level of the wizard or until the caster enters the conduit, whichever occurs first.

During casting, the wizard names the age and year that the *time conduit* is to transport those who enter it. For example, a wizard who wanted to visit Netheril around the time of Karsus's birth would state: "During the Shadowed Age of Netheril, in the year 3163 NY."

Creatures entering the *time conduit* spell are immediately stripped of all magical items and memorized spells (though spell books and scrolls remain; psionics are likewise depleted, though they return at the normal rate). In addition, items that do not yet exist in the time are removed, such as full-plate armor, arquebuses, and most gnomish inventions. Stripped items are stored in the *conduit* and are returned during the voyage home to the time travelers (but the return trip likewise strips travelers of items they have collected during their stay, creating a storehouse on each end of the conduit where time travelers can leave their belongings).

Spells that do not exist in the current age appear as blank pages in a spellcaster's spell book. Scrolls that do not yet exist in the current time are likewise blank. Blank pages return to normal when the time traveler returns to his own time or when the spell becomes available during his stay in the new time (such as by it being created during the year in which they're in the past).

There is never a way to determine the precise destination when using a *time conduit* spell. The only thing for certain is that the time travelers appear somewhere in the lands that they seek. For example, travelers entering Netheril might appear in the southern city of Thiefsward or they might appear as far north as Coldfoot. They might even appear on the High Ice or somewhere deep in the Eastern Forest.

Time travelers always arrive during the festivities celebrating the new year; they always return to their own times during the final night of the year. These are the times when the mystical energies and the forces of time are most powerful on Toril. Nothing can prevent a time traveler from being drawn into the *time conduit* at the close of the year, even spells that negate magic or shield against its effects. Upon returning to their own time, creatures discover that one month has passed since they left (though they have still aged one full year).

Also, time travelers can not exist more than once in a particular time-once a traveler time-travels to a particular year, he can never return to that year again. Any attempt to do so simply fails, and the caster is instead hurled 1d100 years into a random time and place.

The material components for this spell are three scales from three differently aligned ancient dragons (one from each), the dust from a slain time elemental, soil from the destination land for the *time conduit* spell (in Netheril's case, sand from Anauroch works well), and knowledge of the age and time to be visited. The physical components are consumed during the casting (the knowledge remains).

Time Gates

There are *time gates* on Faerûn, but their locations remain a mystery. Ancient texts of Mystryl's faith talk of three gates that were created either through accident or great fortune. While the *time gates* don't require the material components, they otherwise work exactly like the *time conduit* spell, permitting time travel to any point in Faerûn's past. Discovering the location of even one of these portals is an adventure in itself; adventurers have looked so hard, for so long, and with nothing to show for it, that no one even tries anymore. The last recorded expedition is believed to have been in 404 DR.

The first passage that reveals a hint to a *time gate's* location states that it "...lies hidden upon the back of the mountains, where the ice and rocks touch the summer sky of Amaunator's belt." This is actually a reference to an ancient constellation of Amaunator that appeared in the summer months over the Spine of the World. An adventuring party could still spend many months in the frozen wasteland of the Spine searching for the deep cave that holds the gate, however. The *time gate* also happens to be the home of an ancient white dragon (who's greedy enough to allow adventurers to use the gate so long as they pay her something).

The second *time gate* is "...north of Novularond, shining bright upon Misken's Peak at Highsummer." While the Novularond range has been searched repeatedly, adventurers have failed to find the *time gate* because Misken's Peak was sheared off by the Great Glacier many centuries ago. The magical portal still exists, but it's buried beneath hundreds of feet of ice as it's slowly carried along within the glacier.

The final gateway is listed as existing at "..Andrio's Peak near the garden of Eldath." A scribe actually misspelled the original place name, which was Andrus, and the garden is a hint to the city of Cedarsproke in the Gulthmere forest of the Vilhon Reach. The *time gate* has survived inside Mt. Andrus despite several volcanic eruptions, shielded from the intense heat by Mystryl's magic.

Native Campaign

The easiest way to start a campaign in Netheril is to simply roll up new characters and begin adventuring. The Dungeon Master and players should decide on which Age for their characters to begin adventuring in Netheril and go from there. The adventure *How the Mighty are Fallen* details the events that lead to the fall of Netheril, so players and DM might want to start play in the Golden Age (and use the *Ioulaum's longevity* spell to allow their characters to achieve high levels before the Fall) or simply use the information presented in that adventure to begin their campaign.

Races

The races available for PCs are identical to those available in a standard campaign. The details below explain their relationship with the Netherese, how they felt about the humans in their floating cities, and what the humans thought of them.



Dwarves

Netheril loved the Delzoun dwarves and traded with them as much as possible. The relationship between Netheril and early dwarves helped forge a friendly bonding between the two races.

Netheril traded magical items and gadgets that aided in mining and smeltering to the dwarves, while gaining gems, precious metals, weapons, and stonecrafts in return. At one point in Netheril's history, a permanent Oberon's *extra door* of incredible power and distance was set up in order to accommodate the heavy trade, but this portal was sabotaged by a virulent faction in the city who were trying to overthrow their archwizard ruler.

The Delzoun set up trade with the Netherese through the Narrow Sea port city of Ascore. Here, they sailed in their huge stone ships into the Bay of Ascore *en route* to locations like Zenith, Harborage, and Coldfoot.

Elves

"We showed them how to use magic, but they never took our precautions to heart," one elderly elf sage once said, referring to the Netherese. All accounts tend to verify this elven statement, but if one asked a Netherese who taught them the ways of magecraft, and a different story emerged. "No. The elves did *not* teach us about magic. We taught ourselves. Just look at the differences in how we harness the powers. We have access to parts of the weave the elves cannot even begin to touch. If anything, we taught them how to harness magic, and, as you can tell, they didn't take their lessons to heart."

The elves didn't hate the Netherese, yet they didn't have a great appreciation for them either. They saw these humans as careless and wanton in their magic use. The fact that the Netherese didn't take the precautions to shape and control their spellcasting (use somatic components) proved to the elves their lackadaisical nature. The elves were impressed with Netherese floating cities and the leaps in Netherese spellcraft, but they nonetheless felt uncomfortable in or near Netheril's cities.

Whenever an elf was in or directly underneath a floating city, they lost many of their innate abilities, including their *sleep* resistance and 50% of their *charm* resistance.

The Cormanthyran Elves

This nation of elves eventually became known for their creation of the city of Myth Drannor. This was a highly magical society that placed most of its incantations into crowns and diadems. Their major source of power, however, was spellcraft. They preferred to use the power of spellcasting as opposed to that stored in magical items.

During the time of Netheril, most Cormanthyr elves were gold elves that had not yet developed a distrust of humans (that occurred with the fall of Netheril and the subsequent reformation of magic). A scattering of *moon elves* and a few wild elves also belonged to Cormanthyr, but draw were even more hated (the wounds from the Crown Wars between the elves were much more visible).

The Cormanthyr elves were initially quite fond of the Netherese, providing aid and assistance during Netheril's early years. As Netheril's magical strength grew, however, the elves gradually backed away, content to let the humans discover for themselves the powers and perils of magic use. Cormanthyr cared little for their floating cities, considering them to be flagrant displays of magical force that were bound to lead to trouble in the future.

While Netherese arcanists created bulky scepters and mantles to harness magical power, the Cormanthyr elves created slim staves and other magical "fineries" that harnessed the power of Mystryl's weave. Where all of Netheril's citizens cast cantras, elven spellcasters were only those who possessed the aptitude to wield magic. It was a difference in philosophy and finesse, however, and both the elves and Netheril were mighty nations of magic.

Eaerlanni Elves

The Earlanni were the most-battered survivors from the Crown Wars thousands of years ago. While still a major force in Netheril, their presence was mostly ignored by the other elves, since their civilization never recovered from the wars that reduced their population. Until 882 DR, when Ascalhorn fell, the Earlanni held on to the few holdings that remained. Most of the Earlanni were of *moon elf* stock, although *gold elves* and a precious few *wild elves* were also present.

Illefarni Elves

The Illefarni elves were probably the most nature-tuned elves of all the subraces. They live exclusively in the safety of trees, building complex cities and bridged towns among the thick branches of the trees in their forested sanctuary. The viewed the Netherese as barbarians who destroyed everything in their path.

Virtually all of the Illefarni were *wild elves,* and they developed a distrust for the rapidly expanding Netherese early on. They were on friendly terms with individual arcanists from Netheril, but they viewed Netheril from the Silver Age forward as wicked, wasteful, and decadent. Their proximity to the ruins of Mieyritar only strengthened their resolve.

Gnomes

The Netherese viewed gnomes as little more than useful slaves until granting them their independence during the latter half of the Silver Age. Before that time, gnomes were "paid" with toys, tools, and trinkets that were intended to increase the gnomes' productivity in Netherese society.

Ironically, it was when the gnomes began refusing to work that the Netherese granted them their freedom. Revolt after revolt by the gnomes was ruthlessly suppressed, but their refusal to work was something the archwizards couldn't deal with. Mind-controlling magic—while successful at keeping the gnomes in line—proved ineffectual at producing quality inventions, so the archwizards relented and released the gnomes in 1472. Once they were free, many of the gnomes migrated south, as far from the Netherese as they could manage.

Half-elves

Like the elves, half-elves felt uncomfortable in Netheril cities. For some odd reason, whenever they were in a floating city or directly under it, they lost their innate abilities, including charm and sleep resistance and infravision.

Half-elves generally admired the Netherese, or at least would have liked to. Netherese viewed half-elves as tainted humans who belonged to neither side, but they did allow the half-elves to live in their floating cities only because of their magical abilities. They were usually housed in lower districts that didn't have as much access to *mythallar* output but had a higher crime rate. In order to make sure that half-elves didn't move into more expensive and elite areas of the city, half-elves were paid a lesser wage. The derelicts of society were thrust into the lower districts, and these parasites fed off the half-elves' earnings and property.

Halflings

During the first millennium of Netheril's existence, the halflings shared Netheril's cities, but they were left to feel like second-class citizens. The halflings chose to immerse themselves into the cultures of other human cities and civilizations, vowing to never return as long as a Netherese city floated above the landscape.

Elves believed the halflings were smart to avoid Netheril, but at the same time, linked the two races together. They believed the overabundance of magic tainted life in Netheril. Deviations in the human race, the elves believed, created the halfling. Since the halflings were viewed as lower-class citizenry, they were segregated into the lower districts with half-elves. Halflings deny these allegations, and in retrospect, this probably explains why halflings never had much appreciation for the elven nations.

Humanoids

The humanoid races, as detailed in the *Complete Humanoids Handbook,* are not available as PCs. With few exceptions, the humans of Netheril slaughtered *all* humanoids who entered their cities. Outside the cities (but still within their territorial boundaries), a humanoid had a better chance for survival, but not much. Below are detailed some of the orc tribes for reference purposes.

Greenhaven Orcs

These brutal raiders stayed primarily within the Far Horns Forest, raiding the towns and villages within their reach. They were mostly annihilated during the Silver Age by an entire clan of trolls who took offense at their flaming arrow tactics.

The Icebeast Orcs

These savage orcs live in the High Ice, coming down into the lands of Netheril to take what the assembled humans could not defend. Their homeland was an accumulation of ice within a land of remorhaz, ice trolls, frost giants, and mammoths. The Icebeast orcs had an affinity with these members of the frozen lands, and were often (25% of the time) able to make long-lasting companions with animals and monsters of animal or less Intelligence. Fifty-percent of the time, these befriended animals could be trained to attack enemies.

The Rocktroll Orcs

The Rocktrolls were a group of grubby orcs who prized themselves on their ability to instill fear into their opponents. They were larger than normal orcs (+1 bonus on their Hit Dice) and frequently tried to associate themselves with trolls to enhance the fear that others held for them. For many generations, these orcs were even ruled by a troll chieftain.

Thousand Fists Orcs

Perhaps the most advanced of the orc tribes, the Thousand Fists loved to disfigure their enemies by literally hacking them to pieces, but they also loved "the hunt." The hunt involved hit-and-run attacks against unwary victims from trees, outcroppings of rock, and other natural shields. In fact, the Thousand Fist tribes caused the Netherese more trouble than just about any other tribe, civilization, culture, or nation within Netheril's history.

Humans

The humans of Netheril—the Netherese—believed that they were the chosen race. The magic they controlled was like none other on the face of the world—not even the magecraft of the elves compared to the sheer volume and potency of Netheril's sorcery.

Their extravagant use of magic led the humans down a path toward dependency, but they didn't see this as a bad side effect—after all, magic was in an abundant commodity that could never be depleted. Instead, they looked at the races and cultures around them and compared their use of magic with theirs. If they didn't use magic, they were considered a lesser culture and treated accordingly. Thus, the Netherese had only a smattering of respect for the elves and gnomes, viewing all others as barbaric and uncivilized (sometimes even with a bit of haughty, mightier-than-thou pity). They even viewed the dwarves with sympathy, but their abilities in stoneworking, mining, and ore refinement was seen as a noble alternative to magic use.

Barbarians

Barbarians ran rampant throughout the northern and southwestern areas of the Netheril homelands. Most inhabitants of Netheril never encountered these savage warriors, since they seldom left the flying enclaves of the archwizards. Those who were not fortunate enough to live in the clouds were reduced to living in ground-based cities, and these Netherese had regular contact with the barbarians. For the most part, there were only two types of barbarians in the Netheril region—the Rengarth and the Angardt.

Angardt Barbarians: Far south of the Rengarth homelands was the territory of the Angardt barbarians. A close relative of the more northerly savages, the Angardt tribes, originally located near Frostypaw, threw off the shackles of the superstitions of magic use and began dabbling in magic. The Rengarth saw this as an affront to barbarian society, and they exiled the whole tribe. The tribal members who didn't immediately move out of Rengarth territory were ritually slaughtered by the thousands.

The Angardt tribes didn't exist until 2477; before then, they were simply a faction of barbarians within the Rengarth who weren't as superstitious of magic use. The slaughter of their tribesmen who were left behind caused a rift between the two barbarian tribes, and they were quick to attack one another on sight starting in about 2500 NY.

Rengarth Barbarians: The Rengarth were a nation of human barbarians who lived exclusively north of the city of Zenith. Most of their numbers were north of the Narrow Sea, subsisting themselves on the tundra grasses, moose, caribou, mice, mammoths, and musk oxen. The Rengarth were adept at using mammoths as mounts and beasts of burden, having some strange affinity with these monstrous animals that was similar to an *animal friendship* spell (or so the Netherese believed).



The Rengarth possessed a fanatical hatred for magic in any form (except shamanistic spellcasting, which they viewed as holy and sacred). This included using or possessing non-clerical magical items (which was always decided by the shaman, most of whom took a very narrow view of magic). For the most part, non-clerical magical items included anything that the current shaman couldn't create.

Each person who attained adulthood and became established as a warrior was given a totem. The warrior imbibed a strange and secret powder and then dream-walked for three days until a mundane creature came to him to show the way out of the dream (75% chance). Henceforth, this animal was considered the barbarian's spirit guide. If, after three days, the new adult didn't see an animal to lead him from the dream, he would never have one, missing out on the benefits forever.

For those who gained a guide, the following benefits were gained: the equivalent of the direction sense nonweapon proficiency and the use of one of the animal's natural abilities for an hour (or portion thereof) once per week. For instance, a warrior with a dragonfly for a spirit guide was able to *fly* for one turn or see in a 360° sphere around him.

Rengarth gained the following benefits and penalties: survival (arctic) and animal handling (mammoth mounts) nonweapon proficiencies; they couldn't cast arcanist spells or use magical items.

Classes

The character classes listed in the *Player's Handbook* are all available in the times of Netheril. Some of them have changed slightly from their *PHB* incarnation, in order to fit in better with the Netheril's style of magic use.

In addition, none of the optional kits described in any of the various Complete books are applicable to the Netheri1 setting. *Warriors and Priests of the Realms* and *Wizards and Rogues of the Realms* are likewise inapplicable, since the countries those kits are based upon are not even in existence.

Arcanists

Arcanists were the major spellcasters in Netheril. Considered one of the most prestigious of professions, the arcanist was the equivalent to the wizard or mage of modern-day Faerûn. But with this prestige came a price.

Arcanists were renowned for their haughtiness concerning matters of magical healing through priestly magic. They believed that to accept a healing spell by a priest was to "surrender" their chance of ever achieving godhood themselves. They did consume heavily of *potions of healing* and similar curatives, believing them to be magically created concoctions that didn't interfere with their ascension to godhood.

There were three types of arcanists in Netheril, each specializing in a form of magic: Inventives, Mentalisms, or Variations. The Inventor cast spells that created or destroyed something; the Mentalist cast spells that affected the mind; the Variator cast spells that altered things, even magic itself. There were no "generalist mages" in Netheril. A complete listing of spells by specialization is included in Appendix 1.

Each arcanist chose a major field of learning and a minor field. The third field contained spells the arcanist could never learn. For example, an arcanist could choose variations as a major and inventives as a minor, giving him no access to mentalisms. The arcanist was able to research and create spells—up to the maximum allowed by level and Intelligence—in his major field, but he was only able to cast spells out of his major and minor fields. The third school—whichever the arcanist chose not to select—was inaccessible. Some spells existed in all three schools, such as *read magic*.

Table 1: Arcanist Weave Access

Arcanist Level	No. of Arcs	Weave Depth
1	1	1
2	2	1
3	4	2
4	7	2
5	11	3
6	14	3
7	20	4
8	27	4
9	32	5
10	39	5
11	51	5
12	66	6
13	78	6
14	85	7
15	94	7
16	115	8
17	130	8
18	140	9
19	155	9
20	170	10
21	185	10
22	200	10
23	215	10
24	230	10
25	245	10
26	260	10
27	275	10
28	290	10
29	310	10
30	330	10
31	345	10
32	360	10
33	375	10
34	390	10
35	400	11
36	410	11
37	420	11
38	430	11
39	440	11
40	450	12
41	460	12
42	470	12
43	480	12
44	490	12
45	500	12

For example, Aksa was a 7th-level arcanist. He had 20 arcs that he could cast, and he could cast spells as high as 4th level. If he cast *General Matick's missile*, he would have 19 *arcs* left for the day. If he later cast a *Noanar's fireball* spell, he would have 16 *arcs* remaining for the day.

One of the largest differences between Netherese spellcasters and their brethren from more modern times concerned the aspect of spell memorization. Arcanists didn't memorize spells, they simply reached into the weave—the source of all magic—and plucked out the mystical energies they sought. They still recorded the spells that they knew upon spell books for review from time to time, but they didn't need to spend hours studying for spells. They could still cast only the spells they knew, however, and their magical storehouse of knowledge still required a good night's sleep to replenish itself.

One huge drawback for arcanists dealt with learning a spell. If an arcanist tried learning a spell to record in his spell book (using the *chance to know spell* table from the *Player's Handbook),* a failed roll indicated that the spell in question was out of the arcanist's grasp—forever. He could never learn that particular spell in the future, regardless of increased level, *wish*, or other methods.

As arcanists advanced in level, they gained access to a greater number of *arcs.* These *arcs* equated to the number of spell levels that the caster could cast in a single day. In addition, an arcanist's level dictated how deep into the weave he could go for spells (the maximum level of spell he could learn or cast).

Table 1 shows the number of arcs and the maximum level of spell available to arcanists by level. Each spell that an arcanist cast cost a number of *arcs* equal to its spell level. A spellcaster had to have the required number of arcs in order to cast the spell. If he did not, the spell failed and the arcs were consumed.

Creating an Enclave

Once an arcanist had achieved sufficient power, typically 20th level or higher, he could strive for the ranks of the archwizards. The archwizards were the rulers of the floating cities, enclaves of magical power that shaped the course of Netheril. While some arcanists became archwizards by taking over a city established by another archwizard who had met an untimely demise, most followed the proscribed course of action that their peers required: the creation of a floating city.

Creating an enclave was a tremendous task, however. It required the creation of a *mythallar*, shaving off the top of a mountain with powerful magic, hiring builders and architects to create a unique environment that allowed the archwizard to stand out among his rivals, and finally luring citizens to the enclave. Of course, once all of this was accomplished, the daily demands of running an enclave were tremendous.

Priests

Priests and shamans were the liaisons between mortals and deities. In earlier times (before the fail of Netheril and the subsequent reconstruction of magic), devotees believed the gods themselves breathed life into the incantations and evocations of their most beloved followers, allowing them to use a bit of the power the god possessed. Because of this assumption, clerical spells in the times of Netheril were referred to as "winds."

There were ten different types of specialty priests—one for each of the human deities. These priesthoods all shared limited access to spheres of spells, herein called the Winds of the Gods. Priests could cast only those spells within their god's granted winds; there were no priests who had access to all spells—all clerics of Netheril were specialty priests.

Priests had access only to the winds granted by their god, losing access to all others. Priests still had to possess 17 Wisdom to cast sixth-level spells and 18 Wisdom to cast seventh-level or quest spells. For a complete list of priest spells by winds, refer to Appendix 2.

Table 2: Winds Permitted by Deity and Class

Deity	Priest Name	Winds
Amaunator	Sunlord/sunlady	Transcendent, prevailing, perpetual, predictable
	Paladin	Transcendent, prevailing, buffering
Jannath	Druid	Terrestrial, wandering, buffering
	Ranger	Terrestrial, wandering
Jergal	Doomscribe	Transcendent, perpetual, prevailing, predictable, zephyrous
Kozah	Stormlord	Transcendent, sporadic, wandering
Moander	Darkbringer	Terrestrial, sporadic, wandering
Mystryl	Dweomerkeeper	Transcendent, buffering, perpetual, predictable, sporadic, wandering, zephyrous,
	Ranger	Terrestrial, wandering
Selûne	Silverstar	Transcendent, sporadic, buffering, wandering
	Paladin	Transcendent, prevailing, buffering
	Ranger	Terrestrial, wandering
Shar	Nightcloak	Transcendent, prevailing or sporadic (pick one), zephyrous, buffering
Targus	Bloodreaver	Transcendent, sporadic, wandering (priests of Targus also receive inclement winds [spells from the sphere of war] if the DM is using the BATTLESYSTEM® rules)
	Ranger	Terrestrial, wandering
Tyche	Kismetic	Transcendent, sporadic, wandering, predictable, buffering
	Ranger	Terrestrial, wandering

Like the arcanist, a priest didn't need to spend hours praying in order to cast spells—but he still spent time in prayer each morning. Each priest gained access to a certain number of *winds* and possessed the ability to call upon more powerful winds (higher-level spells) as he advanced in level. As he called forth the power of his god, he lost a number of *winds* equal to the spell's level.

Table 3: Priest Wind Progression

Priest Level	No. of Winds	Wind Depth
1	1	1
2	2	1
3	4	2
4	9	2
5	12	3
6	15	3
7	19	4
8	26	4
9	34	5
10	44	5
11	54	6
12	66	6
13	75	6
14	91	7
15	100	7
16	115	7
17	130	7
18	145	7
19	160	7
20	175	7
21	190	7
22	205	7
23	220	7
24	235	7
25	250	7
26	265	7
27	280	7
28	295	7
29	310	7
30	320	7
31	330	7
32	340	7
33	350	7
34	360	7
35	370	7
36	380	7
37	390	7
38	400	7
39	410	7
40	425	Quest
41	440	Quest
42	455	Quest
43	470	Quest
44	485	Quest
45	500	Quest

Quest spells are detailed in the *Tome of Magic*. A Netherese priest could call upon any quest spell available to his god (detailed in Table 4) but casting the spell removed 50 *winds* from the priest's available total. If the casting of a quest spell -educed the priest's total below zero, he died from the attempt Quest spells could be cast once per day by priests of 40th level or higher.

For example, Sarinar, a 12th-level priest, had 66 *winds* and could cast up to 6th-level spells. Earlier in the day, he cast a *heal* spell on a companion, reducing his available *winds* to 60. Later hat day, he cast *neutralize poison* to save a poisoned warrior. He would have 56 *winds* remaining for the day.

Table 4: Quest Spells by God

Deity	Quest Spells
Amaunator	*Circle of sunmotes, conformance, elemental swarm* (fire version only), *etherwalk, fear contagion, imago interrogation, implosion/inversion, interdiction, planar quest, preservation, revelation, reversion, robe of heating, shooting stars, sphere of security, transformation*
Jannath	*Abundance, animal horde, circle of sunmotes, elemental swarm* (air, earth, or water versions), *health blessing, highway, interdiction, preservation, revelation, robe of healing, shooting stars, sphere of security, stalker, storm of vengeance, ward matrix, wolf spirits*
Jergal	*Conformance, etherwalk, fear contagion, imago interrogation, implosion/inversion, interdiction, mindnet, planar quest, revelation, sphere of security, spiral of degeneration, transformation, undead plague*
Kozah	*Elemental swarm* (fire version only), *etherwalk, fear contagion, highway, implosion/inversion, interdiction, planar quest, revelation, shooting stars, spiral of degeneration, storm of vengeance, warband quest, wolf spirits*
Moander	*Animal horde, elemental swarm* (air, earth, or water versions), *etherwalk, fear contagion, highway, interdiction, revelation, shooting stars, spiral of degeneration, stalker, storm of vengeance, wolf spirits*
Mystryl	*Abundance, animal horde, circle of sunmotes, etherwalk, health blessing, imago interrogation, implosion/inversion, interdiction, mindnet, planar quest, preservation, revelation, reversion, shooting stars, sphere of security, spiral of degeneration, transformation*
Selûne	*Abundance, circle of sunmotes, etherwalk, health blessing, highway, imago interrogation, interdiction, planar quest, preservation, revelation, robe of healing, shooting stars, sphere of security, warband quest, ward matrix, wolf spirits*
Shar	*Conformance, etherwalk, fear contagion, imago interrogation, interdiction, mindnet, planar quest, revelation, robe of heating, shooting stars, sphere of security, spiral of degeneration, undead plague, warband quest, ward matrix*
Targus	*Animal horde, etherwalk, fear contagion, highway, implosion/inversion, interdiction, planar quest, revelation, robe of heating, siege wall**, *shooting stars, sphere of security, storm of vengeance, transformation, warband quest*
Tyche	*Abundance, circle of sunmotes, conformance, etherwalk, health blessing, highway, interdiction, planar quest, preservation, revelation, sphere of security, spiral of degeneration, transformation, ward matrix, wolf spirits*

*This spell is only available if the DM is using the BATTLESYSTEM® rules.

In addition to the listed number of *winds*, a priest also gained additional *winds* based on his Wisdom score.

Table 5: Wisdom Bonuses

Wisdom Score	Additional Winds
13-14	1
15-16	2
17	3
18	4
19	5
20	6
21	7
22	8
23	10
24	11
25	12

Psionicists

Psionicists were unknown in Netheril. It was believed Netheril's dependence upon magic forced the portion of their minds that yielded such fantastic feats to atrophy. Psionics were known in the rest of the world, however. While a psionicist could gate into Netheril with his adventuring companions, the material presented within doesn't include psionicists.

In Netheril, abjuration magic (the spells that protect, banish, and provide safety) was so powerful that if a spell protected against a magical attack, enchantment, charm, or divination, it also protected against psionic abilities that produced similar effects. In other words, if a magical defense protected against *telepathy* or *scrying*, the psionic ability to create a *telepathic link* was automatically unsuccessful. Because of this, the DM should treat psionic attacks and powers as magical functions in order to determine success or failure.

Rogues

The thief character—even several millennia in the past—hasn't changed much. The law still had an interest in their activities, but the laws tended to be a bit more severe—this is dealt with in the campaign section. The Thiefsward area was a good home for adventuring thieves.

Bards were never considered true arcanists in Netheril, their dabbling in the mystical arts seen more as a means to entertain the crowds as they told stories about the elves, dwarves, gnomes, and the Creator Races. Later, when news of the phaerimm became more widespread, their stories turned into horrific, fictitious accounts of what happened to this or that arcanist who crossed paths with the phaerimm.

Bards gained spells haphazardly, trading their singing and storytelling ability to a generous archwizard in exchange for a spell to add to their collection. Bards first decided upon a single area of expertise (just like arcanists) before learning their spells. They could be mentalists, inventors, or variators (just like an arcanist), but they could only cast spells from their chosen field of study and couldn't create new spells on their own. Except for these exceptions, they cast spells exactly as an arcanist.

Bards referred to the number of *arcs* they possessed as their *songs*. They had a lesser understanding of the way that the weave worked, and this directly affected their ability to pull more powerful spells from the weave. Table 6 details their spellcasting ability and maximum spell level.

Table 6: Bard Song Progression

Bard's Level	No. of Songs	Weave Depth
1	0	0
2	1	1
3	2	1
4	3	2
5	5	2
6	7	2
7	10	3
8	12	3
9	15	3
10	19	4
11	22	4
12	26	4
13	31	5
14	35	5
15	40	5
16	47	6
17	54	6
18	63	6
19	67	6
20	75	6
21	80	6
22	85	6
23	90	6
24	95	6
25	100	7
26	105	7
27	110	7
28	115	7
29	120	7
30	125	7
31	130	7
32	135	7
33	140	7
34	145	7
35	150	7
36	155	7
37	160	7
38	165	7
39	170	7
40	175	8
41	180	8
42	185	8
43	190	8
44	195	8
45	200	8

For example, Ilinar was a 12th-level bard who cast *Volhm's bolt*, a 3rd-level spell. This left him with 23 *songs* remaining for the day. However, he couldn't cast spells of 5th level or higher.

Warriors

Warriors were the mainstay in normal, hand-to-hand combat, even in the magic-heavy world of Netheril. Warriors were the top attractions in gladiatorial combats and the heroes after a war or skirmish had waned. Paladins and rangers (who were quite rare in the lands of Netheril) likewise were well-thought-of, but their importance behind the archwizards was secondary until an actual war erupted and their skills were needed.

Table 7: Paladin Wind Progression

Paladin Level	No. of Winds	Weave Depth
8	1	1
9	2	1
10	4	2
11	6	2
12	10	3
13	12	3
14	15	3
15	20	4
16	25	4
17	30	4
18	35	4
19	40	4
20	45	4
21	50	5
22	55	5
23	60	5
24	65	5
25	70	5
26	72	5
27	75	5
28	77	5
29	80	5
30	85*	5

* Maximum number of *winds* available to a paladin, though the character is still able to rise in casting level.

For example, Lord Alagar, an 11th-level paladin, cast a *cure light wounds* spell. He still had 5 *winds* remaining, but he couldn't cast spells of 3rd level or higher. He cast spells as a 4th-level spellcaster.

Paladins

Paladins gained access to priest spells from the transcendent, prevailing, and buffering Winds upon achieving 8th level. Paladins always cast spells as if they were 7 levels lower for purposes of spell duration, area of effect, damage, and other level-based modifiers.

Rangers

Rangers could cast spells from only the terrestrial and wandering winds of their god. Their spellcasting abilities did not begin until they achieved 9th level, and all spells cast by them were cast as if they were eight levels lower for purposes of spell duration, area of effect, damage, and other level-based modifiers.

Spells

Netherese spells are the same as those given in the *Player's Handbook*, with some minor adjustments. Some spells didn't exist, since they weren't created until after the fall of Netheril (at least not to the Netherese). Other spells existed in Netheril, but these were jealously guarded by their creators or just not easy to locate. The DM is encouraged to add spells to his Netheril campaign as needed.

Table 8: Ranger Wind Progression

Ranger's Level	No. of Winds	Weave Depth
9	1	1
10	2	2
11	4	2
12	6	2
13	10	3
14	13	3
15	16	3
16	20	3
17	22	3
18	25	3
19	28	3
20	30	4
21	32	4
22	35	4
23	37	4
24	40	4
25	42	4
26	45	4
27	47	4
28	50	4
29	55	4
30	60*	4

* Maximum number of *winds* available to a ranger, though the character is still able to rise in casting level.

Most wizard spell names have changed. According to the Netherese, some spells were actually shortened from their original appearance. Other spellcasting races (and even denizens within other crystal spheres) dispute many of the claims made by the Netherese regarding who first created what spell (or who stole the knowledge from them and claimed it as their own).

Perhaps the greatest change in spellcasting deals with damage limits for spells: there are none. A *Noanar's fireball* spell cast by a 40th-level arcanist delivers a devastating 40d6 points of damage (with a saving throw vs. half still applicable). A *General Matick's missile* spell cast by a 30th-level arcanist produces 15 missiles that inflict 1d4+1 points of damage each. The removal of damage maximums applies to all spells, including priestly magic.

The Three Fields of Mythal (Arcanist Spells)

Inventives
Mentalisms
Variations

The Winds of the Gods (Priest Spells)

Transcendent (available to all priests)
Terrestrial (available to all druids)

Buffering	Sporadic
Perpetual	Wandering
Predictable	Zephyrous

Prevailing

Original Names of Spells

While the names of spells were different in Netheril, their effects were identical to their contemporary-named counterparts. The listing below provides the Netherese spell paired with the spell whose effects are detailed in the *Player's Handbook.*

Netheril Spell	**Contemporary**
Aksa's contrivance	Fabricate
Aksa's disintegrate	Disintegrate
Aksa's glassteel	Glassee
Aksa's growth	Enlarge
Aksa's morphing	Polymorph any object
Aksa's object	Item
Aksa's passage	Passwall
Aksa's repair	Mending
Aksa's shatter	Shatter
Anglin's mirror	Magic mirror
Anglin's sphere	Prismatic sphere
Anglin's spray	Prismatic spray
Anglin's wall	Prismatic wall
Berthot's blunder	Fumble
Berthot's disorder	Chaos
Berthot's screen	Screen
Brightfinger's dancers	Dancing lights
Brightfinger's light	Light
Carbury's force	Phantasmal force
Carbury's improved force	Improved phantasmal force
Carbury's killer	Phantasmal killer
Carbury's mouth	Magic mouth
Carbury's servant	Unseen servant
Carbury's spectral force	Spectral force
Carbury's spook	Spook
Carbury's stalker	Invisible stalker
Carbury's steed	Phantom steed
Chever's contact other plane	Contact other plane
Chever's simulacrum	Simulacrum
Chronomancer's gravity reversal	Reverse gravity
Chronomancer's stasis	Temporal stasis
Chronomancer's time stop	Time stop
Cragh's deafness	Deafness
Dace's comprehension	Comprehend languages
Dace's taunting	Taunt
Dace's tongue forms	Tongues
Dace's ventriloquism	Ventriloquism
Decampus's alarm	Alarm
Dethed's clone	Clone
Dethed's death finger	Finger of death
Dethed's spell	Death spell
Dethed's trap	Trap the soul
Efteran's dream	Dream
Efteran's sleep	Sleep
Enollar's aimlessness	Misdirection
Enollar's delusion	Delude
Enollar's isolation	Sequester
Enollar's mislead	Mislead
Enollar's dispel curse	Remove curse
Enollar's sending	Sending
Fahren's darkness	Darkness 15' radius
Fahren's glitterdust	Glitterdust
Fjord's air water	Airy Water
Fjord's animation	Animate dead
Fjord's distortion	Distance distortion
Fjord's vacancy	Vacancy
Fourfinger's enchanted weapon	Enchanted weapon
Fourfinger's lower water	Lower water
Fourfinger's part water	Part water
Fourfinger's weather control	Control weather
General Matick's armor	Armor
General Matick's missile	Magic missile
General Matick's shield	Shield
Gwynn's feign death	Feign death
Gwynn's vampirism	Vampiric touch
Hamring's enfeeblement	Ray of enfeeblement
Hamring's feeblemind	Feeblemind
Hamring's hypnopattern	Hypnotic pattern
Hamring's hypnotism	Hypnotism
Hamring's mass hypnosis	Mass suggestion
Hamring's scare	Scare
Hersent's sigil	Sepia snake sigil
Hersent's symbol	Symbol
Jarm's irritation	Irritation
Jarm's magic jar	Magic jar
Jarm's saga	Legend lore
Jarm's spectral hand	Spectral hand
Jarm's summon swarm	Summon swarm
Jarm's mount	Mount
Karsus's avatar	Karsus's avatar*
Keonid's charm human	Charm person
Keonid's charm plus	Mass charm
Keonid's confusion	Confusion
Keonid's emotion	Emotion
Keonid's fear	Fear
Keonid's forgetfulness	Forget
Keonid's friendship	Friends
Keonid's geas	Geas
Keonid's suggestion	Suggestion
Kutson's antipathy/sympathy	Antipathy/Sympathy
Kutson's mind blank	Mind blank
Kutson's programmed illusion	Programmed illusion
Lefeber's 1st creation	Minor creation
Lefeber's 2nd creation	Major creation
Lefeber's contingence	Contingency
Lefeber's weave mythal	Weave mythal*
Lucke's 1st monster summons	Monster summoning I
Lucke's 2nd monster summons	Monster summoning II
Lucke's 3rd monster summons	Monster summoning III
Lucke's 4th monster summons	Monster summoning IV
Lucke's 5th monster summons	Monster summoning V
Lucke's 6th monster summons	Monster summoning VI
Lucke's 7th monster summons	Monster summoning VII
Lucke's animal conjuration	Conjure animal
Lucke's contagion	Contagion
M'dhal's mantle	Guards and wards
M'dhal's missile shield	Protection from normal missiles
M'dhal's dispel evil	Protection from evil
M'dhal's dispel evil II	Protection from evil, 10' radius
Mavin's create volcano	Create volcano*
Mavin's earthfast	Earthfast*
Mavin's iron wall	Wall of iron
Mavin's meteors	Meteor swarm
Mavin's stone-flesh transmution	Stone to flesh

Mavin's stonewall	Wall of stone
Mavin's worldweave	Worldweave*
Nalevac's deep sight	Infravision
Nalevac's rainbow	Rainbow pattern
Nalevac's spray	Color spray
Niquie's reflection	Gaze reflection
Noanar's delayed fireball	Delayed blast fireball
Noanar's fireball	Fireball
Noanar's shield	Fire shield
Noanar's trap	Fire trap
Noanar's wall	Wall of fire
Nobrow's charm	Fire charm
Nobrow's fire effect	Affect normal fires
Oberon's banish	Banishment
Oberon's blinking	Blink
Oberon's dismiss	Dismissal
Oberon's extradoor	Dimension door
Oberon's flawless teleport	Teleport without error
Oberon's succor	Succor
Oberon's telekinesis	Telekinesis
Oberon's teleportation	Teleport
Pockall's invisibility	Invisibility
Pockall's invisibility plus	Improved invisibility
Pockall's monster hex	Charm monster
Pockall's wide invisibility	Invisibility 10' radius
Polybeus's illumination	Continual light
Primidon's arrow	Flame arrow
Primidon's burners	Burning hands
Primidon's cloud	Incendiary cloud
Primidon's pyrotechnics	Pyrotechnics
Primidon's sphere	Flaming sphere
Proctiv's breach crystal sphere	Proctiv's breach crystal sphere*
Proctiv's dig	Dig
Proctiv's earthmove	Move earth
Proctiv's move mountain	Move mountain*
Proctiv's rock-mud transmution	Transmute rock to mud
Proctiv's shape stone	Stone shape
Proctiv's steely glass	Glassteel
Proctiv's water-dust transmution	Transmute water to dust
Prug's dominate	Domination
Prug's hold being	Hold monster
Prug's hold human	Hold person
Prug's hold the dead	Hold undead
Prug's plant control	Charm plant
Prug's repulse	Repulsion
Ptack's brittleness	Crystalbrittle
Ptack's knock	Knock
Ptack's locking[1]	Wizard lock
Ptack's nonscryance	Nondetection
Ptack's secret script	Secret page
Purnia's fools' gold	Fools' gold
Quantoul's alterer	Alter self
Quantoul's changer	Change self
Quantoul's climber	Spider climb
Quantoul's fastmorph	Haste
Quantoul's flat body	Duo-dimension
Quantoul's manymorph	Massmorph
Quantoul's othermorph	Polymorph other
Quantoul's selfmorph	Polymorph self
Quantoul's slowmorph	Slow
Quantoul's statue	Statue

Quantoul's strength	Strength
Quantoul's wraithmorph	Wraithform
Raliteff's illusion script	Illusionary script
Raliteff's strike	Erase
Sadebreth's reincarnation	Reincarnation
Sadebreth's undead control	Control undead
Shadow's demimagic	Demishadow magic
Shadow's demimonster	Demishadow monster
Shadow's door	Shadow door
Shadow's magic	Shadow magic
Shadow's monster	Shadow monsters
Shadow's shades	Shades
Shadow's summons	Summon shadow
Shadow's walk	Shadow walk
Shan's forcewall	Wall of Force
Shan's tallow	Grease
Shan's web	Web
Smolyn's blindness	Blindness
Smolyn's blurring	Blur
Smolyn's eyebite	Eyebite
Smolyn's foreseer	Foresight
Smolyn's fraud	False vision
Smolyn's replica	Mirror image
Smolyn's seer	True Seeing
Smolyn's veil	Veil
Stoca's change shape	Shape change
Stoca's fauna growth	Animal growth
Stoca's feign	Enervation
Stoca's flora growth	Plant growth
Stoca's water breath	Water breathing
Stoca's wings	Fly
Tipald's conjuration	Conjure elemental
Tipald's runes	Explosive runes
Tolodine's cloudkill	Cloudkill
Tolodine's death fog	Death fog
Tolodine's gust of wind	Gust of wind
Tolodine's killing wind	Tolodine's killing wind*
Tolodine's stinking cloud	Stinking cloud
Tolodine's wind wall	Wind wall
Toscudlo's advanced illusion	Advanced illusion
Toscudlo's bulk invisibility	Mass invisibility
Toscudlo's dominate	Demand
Toscudlo's hallucinatory terrain	Hallucinatory terrain
Toscudlo's illusionary wall	Illusionary wall
Toscudlo's permanent illusion	Permanent illusion
Toscudlo's project image	Project image
Trebbe's antimagic	Antimagic shell
Trebbe's eye	Wizard eye
Trebbe's invulnerability	Globe of invulnerability
Trebbe's minor invulnerability	Minor globe of invulnerability
Trebbe's scry alignment	Know alignment
Trebbe's scry evil	Detect evil
Trebbe's scry identify	Identify
Trebbe's scry invisibility	Detect invisibility
Trebbe's scry magic	Trebbe's scry magic*
Trebbe's scry scrying	Detect scrying
Trebbe's scry undead	Detect undead
Trebbe's turning	Spell turning
Trebbe's weird	Weird
Undine's avoidance	Avoidance
Undine's door	Phase door

Undine's extra portal pocket	Deeppockets
Undine's hold portal	Hold portal
Undine's rope	Rope trick
Valdick's astral form	Astral spell
Valdick's enigma	Maze
Valdick's forcecage	Forcecage
Valdick's gate	Gate
Valdick's snare	Ensnarement
Valdick's spheresail	Valdick's spheresail*
Valdick's submerse	Sink
Veridon's chiller	Chill touch
Veridon's cloud	Fog cloud
Veridon's cone	Cone of cold
Veridon's ice wall	Wall of ice
Veridon's solidifies	Solid fog
Veridon's storm	Ice storm
Veridon's wall	Wall of fog
Vilate's restriction	Bind
Vilate's whispering	Whispering wind
Volhm's bolt	Lightning bolt
Volhm's chaining	Chain lightning
Volhm's drain	Energy drain
Volhm's grasp	Shocking grasp
Xanad's blindness	Power word, blind
Xanad's glamer	Audible glamer
Xanad's killer	Power word, kill
Xanad's message	Message
Xanad's shout	Shout
Xanad's stun	Power word, stun
Yong's dissipation	Vanish
Yong's imprison	Imprisonment
Yong's truss	Binding
Yturn's feather fall	Feather fall
Yturn's levitation	Levitate
Yturn's long jump	Jump
Zahn's ESP	ESP
Zahn's familiar	Find familiar
Zahn's hearing	Clairaudience
Zahn's location	Locate object
Zahn's mirage	Mirage arcana
Zahn's seeing	Clairvoyance
Zahn's vision	Vision
Zwei's 1st extension	Extension I
Zwei's 2nd extension	Extension II
Zwei's 3rd extension	Extension III

* These spells are detailed in the *Encyclopedia Arcana* supplement.

[1] *Ptack's locking* works differently than the normal *wizard lock* spell. It was used to upgrade a lock to the next higher quality—from wretched to poor, or excellent to superior.



Table 9: Spell Introductions by Year

1280:	*Zwei's 1st extension*
1285:	*Zwei's 2nd extension*
1300:	*Zwei's 3rd extension*
1384:	*Sadebreth's reincarnation*
1395:	*Sadebreth's undead control*
1473:	*Tolodine's gust of wind*
1481:	*Tolodine's wind wall*
1485:	*Tolodine's cloudkill*
1496:	*Tolodine's death fog*
	Tolodine's stinking cloud
1500:	*Tolodine's killing wind*
1540:	*Noanar's trap*
1548:	*Noanar's wall*
1552:	*Noanar's shield*
1554:	*Noanar's delayed fireball*
1556:	*Noanar's fireball*
1579:	*Trebbe's eye*
1582:	*Trebbe's scry undead*
1588:	*Trebbe's scry identify*
1589:	*Trebbe's scry magic*
1597:	*Trebbe's turning*
1598:	*Trebbe's antimagic*
	Trebbe's minor invulnerability
1617:	*Trebbe's invulnerability*
1618:	*Trebbe's scry invisibility*
1619:	*Trebbe's weird*
1620:	*Trebbe's scry scrying*
1621:	*Trebbe's scry evil*
1622:	*Trebbe's scry alignment*
1661:	*Vilate's whispering*
1664:	*Vilate's restriction*
1691:	*Aksa's repair*
1701:	*Chronomancer's gravity reversal*
	Lefeber's 1st creation
1702:	*Lefeber's 2nd creation*
1718:	*Aksa's object*
1720:	*Chronomancer's time stop*
1724:	*Aksa's growth*
	Lefeber's contingence
1725:	*Lefeber's mark*
1728:	*Aksa's contrivance*
	Aksa's shatter
1740:	*Chronomancer's stasis*
1741:	*Lefeber's weave mythal*
1746:	*Proctiv's move mountain*
1749:	*Proctiv's shape stone*
1764:	*Aksa's disintegrate*
1764:	*Proctiv's earthmove*
1766:	*Aksa's glassteel*
1769:	*Proctiv's steely glass*
1774:	*Proctiv's rock-mud transmution*
1796:	*Proctiv's water-dust transmution*
1799:	*Proctiv's dig*
1801:	*Aksa's passage*
1802:	*Nalevac's spray*
1808:	*Proctiv's breach/seal crystal sphere*
1820:	*Aksa's morphing*
1831:	*Quantoul's alterer*
1832:	*Quantoul's climber*
1833:	*Quantoul's slowmorph*
1834:	*Quantoul's flat body*
1835:	*Quantoul's strength*
1836:	*Quantoul's manymorph*
1837:	*Quantoul's fastmorph*
1838:	*Quantoul's selfmorph*
1839:	*Quantoul's statue*
1840:	*Quantoul's wraithmorph*
1841:	*Quantoul's changer*
1842:	*Quantoul's othermorph*
1850:	*Fourfinger's enchanted weapon*
1854:	*Nalevac's deep sight*
1855:	*Fourfinger's lower water*
1859:	*Fourfinger's part water*
1860:	*Cragh's deafness*
1862:	*Fourfinger's weather control*
1865:	*Lucke's 1st monster summons*
1875:	*Lucke's 2nd monster summons*
1886:	*Lucke's 3rd monster summons*
1889:	*Volhm's grasp*
1891:	*Volhm's bolt*
1892:	*Primidon's sphere*
1894:	*Volhm's drain*
1895:	*Jarm's mount*
	Nalevac's rainbow
	Smolyn's blindness
	Smolyn's foreseer
	Volhm's chaining
1900:	*Primidon's arrow*
1901:	*Smolyn's seer*
1912:	*Primidon's cloud*
1917:	*Smolyn's blurring*
1918:	*Primidon's pyrotechnics*
1920:	*Anglin's mirror*
1925:	*Smolyn's veil*
1930:	*Anglin's spray*
1935:	*Smolyn's eyebite*
1936:	*Anglin's wall*
1938:	*Anglin's sphere*
1940:	*Smolyn's fraud*
1943:	*Smolyn's replica*
1944:	*Jarm's Magic Jar*
	Jarm's summon swarm
1945:	*Chever's contact other plane*
1950:	*Primidon's burners*
1956:	*Chever's simulacrum*
1958:	*Jarm's spectral hand*
	Keonid's geas
1959:	*Keonid's confusion*
1962:	*Dethed's clone*
1965:	*Jarm's irritation*
1969:	*Keonid's friendship*
1976:	*Dethed's trap*
	Keonid's emotion
1978:	*Dethed's spell*
1984:	*Keonid's fear*
1985:	*Jarm's saga*
	Prug's dominate
1992:	*Keonid's forgetfulness*

1995:	*Dace's comprehension*
	Dethed's death finger
	Prug's hold being
1998:	*Lucke's 4th monster summons*
2000:	*Dace's ventriloquism*
2001:	*Dace's tongue forms*
2004:	*Keonid's charm human*
2007:	*Valdick's submerse*
2009:	*Keonid's charm plus*
2010:	*Keonid's suggestion*
2020:	*Dace's taunting*
2025:	*Lucke's 5th monster summons*
2028:	*Valdick's spheresail*
2037:	*Valdick's gate*
2044:	*Prug's repulse*
2047:	*Lucke's 6th monster summons*
2048:	*Valdick's forcecage*
2054:	*Prug's hold human*
2059:	*Valdick's Enigma*
	Valdick's snare
2061:	*Stoca's change shape*
2062:	*Stoca's flora grow*
2065:	*Stoca's fauna grow*
	Stoca's wings
2067:	*Stoca's water breath*
2068:	*Valdick's astral form*
2069:	*Stoca's feign*
2080:	*Lucke's 7th monster summons*
2087:	*Efteran's sleep*
	Niquie's reflection
2090:	*Efteran's dream*
2095:	*Lucke's animal conjuration*
2108:	*Tipald's runes*
2114:	*Lucke's contagion*
	Prug's plant control
2131:	*Tipald's conjuration*
2165:	*Purnia's fools' gold*
2185:	*Yong's imprison*
2188:	*Prug's hold the dead*
2190:	*Yong's truss*
2192:	*Yong's dissipation*
2207:	*Brightfinger's light*
2212:	*Brightfinger's dancers*
2240:	*Decampus's alarm*
2245:	*Enollar's isolation*
2259:	*Enollar's aimlessness*
2266:	*Enollar's sending*
2268:	*General Matick's missile*
2279:	*General Matick's shield*
2284:	*General Matick's armor*
2285:	*Enollar's delusion*
2296:	*Enollar's mislead*
2298:	*Enollar's dispel curse*
2309:	*Toscudlo's illusionary wall*
2315:	*Toscudlo's hallucinatory terrain*
2338:	*Toscudlo's project image*
2359:	*Toscudlo's advanced illusion*
2380:	*Fahren's darkness*
2381:	*Pockall's invisibility plus*
2384:	*Toscudlo's dominate*
2385:	*Pockall's invisibility*
	Toscudlo's permanent illusion
2387:	*Fahren's glitterdust*
2388:	*Pockall's wide invisibility*
2392:	*Pockall's monster hex*
2396:	*Toseudlo's bulk invisibility*
2565:	*Hamring's enfeeblement*
	Hamring's scare
2566:	*Hamring's feeblemind*
	Hamring's hypnotism
	Hamring's mass hypnosis
2567:	*Hamring's hypnopattern*
2618:	*Kutson's programmed illusion*
2645:	*Kutson's antipathy/sympathy*
2685:	*Kutson's mind blank*
2695:	*M'dhal's mantle*
	Polybeus's illumination
2699:	*Yturn's levitation*
2700:	*Yturn's long jump*
2701:	*Yturn's feather fall*
2710:	*Berthot's blunder*
2730:	*Berthot's screen*
2745:	*M'dhal's dispel evil*
2749:	*Hersent's symbol*
2754:	*Berthot's disorder*
2819:	*M'dhal's dispel evil II*
2850:	*Hersent's sigil*
2869:	*Oberon's extradoor*
2876:	*Oberon's flawless teleport*
	Oberon's succor
2879:	*Oberon's banish*
2892:	*Oberon's blinking*
2900:	*Oberon's teleportation*
2904:	*Oberon's dismiss*
2905:	*Oberon's telekinesis*
2915:	*Xanad's glamer*
2931:	*Zahn's hearing*
2932:	*M'dhal's missile shield*
	Zahn's mirage
2933:	*Zahn's seeing*
2934:	*Zahn's familiar*
2935:	*Zahn's ESP*
2936:	*Zahn's location*
2937:	*Zahn's vision*
2938:	*Undine's avoidance*
	Undine's hold portal
2939:	*Undine's rope*
2940:	*Undine's door*
2941:	*Undine's extra portal pocket*
2950:	*Carbury's force*
	Gwynn's feign death
2956:	*Carbury's killer*
2987:	*Carbury's steed*
2988:	*Carbury's mouth*
	Carbury's spectral force
2996:	*Carbury's spook*
3002:	*Carbury's stalker*
3012:	*Carbury's improved force*
3015:	*Carbury's servant*
3055:	*Gwynn's vampirism*
3085:	*Xanad's blindness*
3095:	*Xanad's shout*
3124:	*Nobrow's charm*
3130:	*Nobrow's fire effect*

3144:	*Xanad's message*
3155:	*Xanad's stun*
3176:	*Xanad's killer*
3184:	*Raliteff's strike*
3185:	*Raliteff's illusion script*
3205:	*Mavin's worldweave*
	Shan's web
3215:	*Shan's tallow*
3218:	*Mavin's stone wall*
3235:	*Shun's force wall*
3258:	*Mavin's create volcano*
3259:	*Shadow's door*
3262:	*Shadow's shades*
3265:	*Shadow's demimagic*
	Shadow's summons
3266:	*Shadow's magic*
3267:	*Shadow's walk*
3271:	*Shadow's monster*
3272:	*Mavin's iron wall*
	Shadow's demimonster
3327:	*Fjord's vacancy*
3328:	*Fjord's air water*
3340:	*Fjord's distortion*
3345:	*Fjord's animation*
3349:	*Mavin's earthfast*
3356:	*Ptack's brittleness*
	Ptack's knock
	Ptack's secret script
3357:	*Ptack's nonscryance*
	Ptack's wizard lock
3369:	*Veridon's ice wall*
3375:	*Veridon's cloud*
3384:	*Mavin's meteors*
3394:	*Mavin's stone-flesh transmution*
3396:	*Veridon's chiller*
3399:	*Veridon's wall*
3408:	*Veridon's solidifier*
3415:	*Veridon's storm*
3419:	*Veridon's cone*
3519:	*Karsus's avatar*

Common Spellcasters

Magic was a dominant force in the Netherese lifestyle. While the more powerful forms were wielded only by arcanists, even street sweepers and candle makers could cast simple spells. These 0-level spells, known as cantras, tapped only minute amounts of magical energy.

Cantras were weak spells often studied by apprentice arcanists as an introduction to more powerful magic. Common tricks with cantras included cleaning heavily soiled objects, freshening cut flowers, causing an itch, creating minor illusions, spicing up boring foods, and opening simple locks. Cantras were used mainly to make life a little easier by completing simple tasks.

Cantras, much like more powerful spells, required concentration. For that reason, the number of cantras a person could learn was based on his Intelligence score. A highly intelligent person knew more cantras and was able to cast them more times per day than a person with an average Intelligence.

Table 10 indicates how many total cantras a person can learn, how many of those he can cast per day, and his percentage chance of failure. Once a character has learned his maximum number of cantras, he can never learn any new ones unless his Intelligence increases. A character can cast these cantras, in any combination, up to a certain number per day. For example, if Josephine has an Intelligence of 12, she knows three different cantras, which she can cast a total of six times per day. Thus, she could cast six of the same cantra, two of each, or some similar combination every day.

Each time a character casts a cantra, roll percentile dice. If the result is less than or equal to the chance of failure, the character loses control of the magic. This is not as bad as it may sound, since cantras are not strong enough to create noticeable fluctuations. When someone fails to correctly control the magical energy from a cantra, that energy merely dissipates. Failure still counts as casting a cantra, however.

Table 10: Cantras

Int. Score	Maximum # Cantras	Cantras Per Day	Chance of Failure
3	1	1	55%
4	1	2	50%
5	1	2	45%
6	2	3	40%
7	2	3	35%
8	2	4	30%
9	2	4	25%
10	2	5	20%
11	3	5	15%
12	3	6	10/o
13	3	6	5%
14	3	7	0%
15	3	7	0%
16	4	8	0%
17	4	8	0%
18	4	9	0%
19	4	9	0%
20	4	10	0%
21	5	10	0%
22	5	11	0%
23	5	11	0%
24	5	12	0%
25	5	12	0%

Learning Cantras

People often learned cantras from either their parents or instructors. In fact, most parents began teaching their children the secrets of magic at the age of ascension (13 summers). However, skill at manipulating magic usually didn't fully develop until maturity.

Cantras were also taught as part of an individual's rigorous training in a specific field of work. Since most adventurers learned a different occupation before setting out on their own, the cantras they knew don't always reflect their classes. If a fighter originally trained to become a tailor, he probably knew at least one cantra pertaining to that occupation.

Cantras took a great deal of time to learn. Often, it took a person years to perfect a cantra. Still, most people learned their maximum number of cantras by the time they reached adulthood. Once a cantra was learned, it couldn't be unlearned, so a person's cantras usually reflected his adolescent interests and studies. For example, a bard whose parents owned a small restaurant probably knew not only how to magically string his harp, but heat small amounts of food as well.

To determine what types of cantras a character has learned, use the following table. Though this table lists possible occupations and skills that the character might know cantras from, it is by no means exhaustive. Plenty of other occupations could be used. If the DM allows it, players can choose their character's training history without this table. If the table is used, roll percentile dice for each cantra that the character can know. If the result is in the 26-36 range, the character has not learned one of his possible cantras yet. A cantra can then be taught to that character in the future, at the DM's discretion.

Table 11: Starting Cantras

00% Roll	Cantra	00% Roll	Cantra
01-25	Current Occupation	67-68	Hunter
26-36	Not Yet Learned	69-70	Jeweler
37-38	Armorer	71-72	Leather Worker
39-40	Bartender	73-74	Limner/Painter
41-42	Blacksmith	75-76	Mason
43-44	Bowyer/Fletcher	77-78	Miner
45-46	Carpenter	79-80	Navigator
47-48	Clerk	81-82	Sailor
49-50	Cobbler	83-84	Scholar
51-52	Cook	85-86	Scout
53-54	Dancer	87-88	Scribe
55-56	Doctor	89-90	Seamstress/Tailor
57-58	Farmer	91-92	Shipwright
59-60	Fisher	93-94	Trader/Barterer
61-62	Forester	95-96	Trapper/Furrier
63-64	Gambler	97-98	Weaponsmith
65-66	Groom	99-00	Weaver

Determining Cantra Effects

Table 11 can determine a character's previous training for purposes of defining his cantras. For instance, if 23%, 52%, and 99% are rolled for a warrior, he might know cantras that will shine his armor, chop vegetables, and dye small amounts of thread.

Even if a person learns a cantra from someone else, the actual effects may vary. Each person wields magic in a different way, causing both diverse methods and results. For instance, Johann and Wanda own a bakery, so they have each learned a cantra to make the bread rise faster. While Johann recites a short rhyme which causes the yeast in all nearby loaves to act at ten times the normal rate, Wanda must sprinkle a pinch of flour over each individual loaf, causing it to instantly rise.

The effects of a cantra should be determined by the player, with the DM's approval of course, either when the cantra is learned or when the character is created. Once the effects are defined, they can never be altered.

When determining a character's cantras, keep in mind the following rules:

- A cantra should somehow be related to the character's occupational training (including the training given by parents).
- Cantras can never directly cause damage.
- Except in very specific and limited instances, a cantra cannot be used to foil spellcasting.
- Cantras can create only small materials, which are extremely fragile and cannot be used as tools of any sort.
- Cantras lack the power to exactly duplicate any other spell effect.
- All cantras allow saving throws.



Equipment

The emergence of equipment and other "standard" supplies for adventurers proceeded at a slow and steady pace. For the Netherese, some advances were easier than others. Not all the equipment in Chapter 6 of the Players' Handbook was available during the reign of Netheril. Someone had to invent, borrow, or steal the idea from another culture. In spite of the progress made by the Netherese, there was equipment that was never available.

Armor: While the Netherese purchased metal weapons from the dwarves and elves, metal armor past chain mail was difficult to obtain. Dwarves made armor to fit dwarves, not humans, and since the dwarves were always fighting this or that orc tribe, their armorers were kept busy crafting the best armor they could. They had little time (or interest) in creating "useless" armor for a human.

Lance: Because the stirrup was never invented, the Netherese never saw a use for lances. The militia used polearms and pikes, but these were used by foot soldiers. The lance was available in other cultures beginning around 1300 NY.

Locks: Depending upon the time frame the characters enter Netheril, locks can be of nearly any quality. The table below depicts the lock qualities, the *open locks* bonus or penalty for thieves to pick them, and the span of years of their use in Netheril.

Quality	Years	Modification
Wretched	0-2854 NY	+30%
Poor	2085-3189 NY	+15%
Average	2635-3520 NY	+0%
Good	3125-3520 NY	-
Excellent	3503-3520 NY	-20%
Superior	—	-40%
Masterful	—	-60%



Metals: The sharp bite of a Netherese steel-crafted sword never visited itself upon any of Netheril's enemies. Instead of concentrating on creating better weapons and armor, the Netherese worked at crafting magical items and weaving spells. Characters adventuring in Netheril are limited in their selection of weapons and armor.

The dwarven and elven kingdoms that surrounded Netheril provided all of the hard-metal weapons that the kingdom used throughout its existence. While trade and information passed freely between the different nations (with some major interruptions during the elves' 240-year war), master blacksmiths who were not elves or dwarves were a rare occurrence. Steel weapons were also quite expensive.

Table 12 shows when items became available in Netheril. Unless otherwise noted, the DM should assume any item not on the list below is available. The DM can choose to allow PCs born in Netheril to get unavailable items by purchasing them from other cultures.

Equipment	Year
Armor	
Banded	1774
Brigandine	N/A
Bronze Plate	2001
Chain Mail	1333
Field Plate	N/A
Full Plate	N/A
Hide	192
Plate Mail	2471
Ring Mail	1285
Scale	1040
Splint Mail	1524
Arrows	
Plight	501
Sheaf	N/A
Barding	
Barding, brigandine	N/A
Barding, chain	1373
Barding, plate	3205
Barding, scale	1080
Carriage, any	1124
Bows	
Composite long	N/A
Composite short	N/A
Long	1463
Short	501
Crossbows	
Hand	2987
Heavy	2503
Light	2171
Horses	
Heavy war	N/A
Light war	1164
Medium war	1543
Riding	N/A
Saddle (no stirrups)	890
Lanterns	
Beacon	2061
Bullseye	2571
Hooded	2204

Equipment	Year
Locks	
Wretched	1342-2854
Poor	2085-3189
Average	2635
Good	3125
Excellent	3503
Miscellaneous Equipment	
Backpack	1721
Bolt base	2174
Chain, heavy	1629
Chain, light	1424
Flint and steel	1284
Galley, small	786
Galley, large	1614
Glass	1524
Glass bottle	1800
Greek fire	N/A
Hourglass	2108
Helm, basinet	2744
Helm, great	2975
Magnifying glass	2984
Mirror, glass	1985
Paper	1572
Papyrus	254
Parchment (lamb skin)	785
Scale	525
Spyglass	N/A
Weapons	
Arquebus	N/A
Ballista	1410
Bastard sword	2254
Flail, Any	1265
Glaive	2171
Halberd	2584
Khopesh sword	754-1963
Long sword (available earlier to the elves)	1608
Mancatcher	N/A
Morning star	1354
Polearms (most)	2312
Scimitar (primarily a drow weapon)	1800
Two-handed sword	3095

The Gods

Priests of Netheril were still the intermediaries between the deities and common folk. Priests gained the power to cast spells directly from their god, as did paladins and rangers, who served the interests of a deity as their secondary function. The granting of spells increased the glory of the god and helped to spread its faith. Netherese priests were limited in spell selection by the winds made available to them.

Priest spells were divided into winds as shown on Table 2. The winds that existed were: transcendent, terrestrial, sporadic, prevailing, predictable, zephyrous, perpetual, buffering, and wandering. Priests select their spells from the winds indicated below under the descriptions of the gods, their churches, and their priests. Spells not shown on the table are either not available or available only to priests of a particular faith. Faith-specific spells are given in the *Encyclopedia Arcana* supplement and in Table 4. Spells available to a particular faith have only the name of that deity listed under their "Wind" notation in the spell summary of the spell description.



Rangers and Paladins: Rangers follow Jannath, Mystryl, Selûne, Targus, or Tyche. Rangers choose spells from the terrestrial and wandering winds. Paladins follow Amaunator or Selûne. Paladins may choose spells from the transcendent, buffering, or prevailing winds. Note that alignment restrictions for rangers and paladins have not changed, merely that such characters do not need to match their deity's alignment precisely.

Clergy Members

Clergy members didn't need to be priests in Netheril. They could be of any class; they simply worked for a church and served its interests, and it also often meant that they were part of the church hierarchy.

Priests are a group classification. Specialty priests, clerics, druids, monks, and shamans are all priests in the ADVANCED DUNGEONS & DRAGONS® game and in the FORGOTTEN REALMS® campaign setting. Netherese priests were primarily specialty priests in terms of the ADVANCED DUNGEONS & DRAGONS game. Netheril knew no other priests than those described below, and the generic cleric did not exist; however, they often referred to *themselves* as *clerics.* To preserve game clarity, however, they are referred to as specialty priests below and references to clerics are to the generic class found in the *Player's Handbook.*

Two other types of priests—shamans and monks—also served in the clergy of certain Netherese deities. Any shamans and monks in these churches are considered nonplayer characters unless a Dungeon Master decides to allow shaman and monk player characters, though mention of the deities who employed them is made below. If a Dungeon Master wishes to use shamans and monks as player characters, the rules for those classes are given in *Faiths & Avatars* or PLAYER'S OPTION™: *Spells & Magic* supplements.

Time Travelers And Their Gods

The human deities available in the time of Netheril were few, compared to those existing in modern-day Faerûn. Priests, paladins, and rangers who arrive in Netheril from the distant future find themselves in one of two positions. The first possibility is that their patron is one of the 10 that existed in Netheril. If this is the case, the follower loses only those spells that do not yet exist in Netheril. Spells which are outside the power's current portfolio are likewise lost.

Priestly characters that arrive during a time that their god didn't exist lose all of their spellcasting powers until they find a similar god to worship. Since they are time travelers, Mystryl is willing to provide spells to them (since time travelers are technically part of her portfolio). Amaunator would be another likely candidate, since he technically has control of time as well.

After the death of Mystryl, the deities of Faerûn curtailed all magic use severely. Priests were required to pray for spells, receiving only a certain number of spells of certain levels per day, and they could no longer cast quest spells on demand. Transcendent winds became (for the most part) spells available to clerics; terrestrial winds became (for the most part) spells available to druids. A *few* spells disappeared from one list or moved to the other. All specialty priests ceased to exist; priests became clerics and lost the special abilities noted in the bullet points of the priest description. Moander's "druids" became clerics with some really twisted ideals and affinities and some odd traditions

and used the cleric spell list (transcendent winds). Paladins received spells from the cleric spell list; rangers received spells from the druid spell list (from the original AD&D® game, or simply use the spheres available for druids in the *Player's Handbook).*

Deity Entries

The entries for the powers detailed here follow a standard format. Notes on that format are given here in a format mimicking that used in the text:

Name of Deity

Power Ranking of Plane Name Alignment

Alignment abbreviations used throughout each deity's entry are: LG=lawful good, NG=neutral good, CG=chaotic good, LN=lawful neutral, CN=chaotic neutral, N=true neutral, LE=lawful evil, NE=neutral evil, CE=chaotic evil.

Portfolio:	These are the topics, things, ideas, or emotions over which the deity had dominion, power, and control and about which the deity was concerned.
	Other names and titles the power was known by are given here. These may be regional names, older names, or alternate names, or poetic forms of address.
Domain Name:	The layer of the plane the deity's domain is found on is listed here, followed by the domain's name. If the plane the domain is on is undivided, the plane name is repeated. (Note that come planes also have layers with the same name as the plane they are part of.)
Allies:	Traditional allies are given here.
Foes:	Traditional foes are given here. Powers the god rivals or competes with are not foes. These are discussed in the text, not here.
Symbol:	A brief description of the deity's symbol is given here.
Wor. Align.:	The alignments required of dedicated worshipers of the deity are given here. Powers generally try to be as liberal as possible to attract as much worship as they can.

This introductory section describes the way a power is generally depicted in religious art. It details additional titles and epithets the power is known by, common worshipers of the power, and the qualities attributed to the deity, such as its general demeanor, bearing, and personality, and any abilities the deity was said to have. It also discusses any relations between the power and other powers not covered by the "Allies" and "Foes" entries above.

Manifestations

This section discusses how the power typically manifests. These manifestations often convey benefits to the faithful or indicate favor, direction, danger, agreement, or disagreement by the deity. Sometimes they are merely used to comfort and assure their worshipers that they are aware of a situation or appreciate their followers' devotion.

The Church

In the headings in this section, the following abbreviations are used for character classes: SP=specialty priest, D=druid, Mon=monk, Sha=shaman, W=arcanist/archwizard, B=bard.

Clergy	The different character classes open to members of the clergy are listed here. Always remember that a religion can have lay members of the clergy who have no character class. They are treated as 1st-level fighters unless otherwise specified.
Clergy's Align.:	Members of any class who belong to the clergy must be one of these alignments (within the constraints of the alignments to which the class is restricted). The allowed alignments of specialty priests are also noted in that section.
Turn Undead:	Abbreviations for all character classes of clergy and whether they can turn undead
Cmnd. Undead:	Abbreviations for all character classes of clergy and whether they can command undead

Bonus proficiencies or other game-relevant material applicable to all priestly members of the religion's clergy are presented in this introductory paragraph, if it is present.

Following paragraphs in this overview of the church discuss the regard of the public for the religion, typical details of temple or shrine construction, names different forms of the clergy call themselves by, distribution breakdowns of kinds of character classes within the clergy, church hierarchy, and titles of different ranks of clergy. Further information on the church is broken down into subheadings:

Dogma: Here are detailed the beliefs, tenets, doctrines and sayings of the religion.

Day-to-Day Activities: Typical activities of the church are described here. This entry covers what the church does, as opposed to what the religion believes. This entry also discusses what believers and priests of the religion are expected to tithe or donate to the church or sacrifice to the deity.

Important Ceremonies/Holy Days: Important ceremonies and major holy days in the religion are discussed in this entry.

Major Centers of Worship: This entry describes major centers of the deity's worship. These may be the largest temples of the god, those with the most far-reaching influence in the religion, or those of historical importance in the religion.

Affiliated Orders: Knightly and military orders, honorary orders, and other groups affiliated with the church are briefly discussed in this entry. The functions and duties of these orders and other information pertaining to their relationship to the church are also touched on briefly.

Priestly Vestments: This entry describes the ceremonial vestments of priests of the deity. Differences in garb according to rank or in different regions are also discussed here. Typical coloration or construction materials of symbols and holy symbols of the god are mentioned here if they are important.

Adventuring Garb: This entry describes the typical priest's adventuring garb.

Specialty priests

Requirements:	Minimum ability requirements for this type of specialty priest
Prime Req.:	Abilities that must have a score of 16 or above for the character to receive a 10% experience point bonus
Alignment:	Specialty priests must be one of the alignments noted here.
Weapons:	Types of weapons specialty priests are allowed to use
Armor:	Types of armor specialty priests are allowed to use
Winds:	Winds to which specialty priests have access
Magical Items:	The kinds of magical items specialty priests are allowed to use
Req. Profs:	Nonweapon or weapon proficiencies specialty priests must purchase with proficiency slots at 1st level
Bonus Profs:	Nonweapon or weapon proficiencies specialty priests receive without spending a proficiency slot. Specialty priests may spend additional slots as normal to improve their skill.

- This section contains a list of special granted powers given to specialty priests of this god. (Changes to other priest classes of a deity are noted earlier in the first text paragraph of the description of the church.)
- Spell-like abilities are often expressed in terms of the spells they are similar to. When specialty priests receive such an ability—often expressed in terms such as “the priest is able to cast *light* (as the 1st-level priest spell) once a day”—it is usable *in addition* to their normal spell complements. It should not be read as a restriction on the number of times that the priest can cast the comparable spell per day or per tenday. Such spell-like abilities require no verbal, somatic, or material components to use, and function as innate abilities in combat (discussed in the Innate Abilities subsection of the Special Attacks section of the Combat chapter of the Dungeon Master® *Guide).* They have an initiative modifier of +3, no matter what the casting time of the spell they resemble is.

Amaunator

Greater Power of Mechanus LN

Portfolio:	Bureaucracy, contracts, law, order, the sun, rulership
Titles:	The Yellow God, the Keeper of the Eternal Sun, Keeper of Law
Domain Name:	Mechanus/Keep of the Eternal Sun
Allies:	Jergal
Foes:	Kozah, Shar
Symbol:	Sun with a face on the solar disk
Wor. Align.:	LG, NG, LN, N, LE, NE

Amaunator (Ah-MAWN-ah-tor) was the god of law and the sun. He was revered as the patron of law and (much less vigorously) as the keeper of time. His justice was fair but harsh. He was honored by many rulers, soldiers, and powerful mages.

He was depicted as a lanky man with silver-white hair, a short, tenday growth of white beard, and skin that glowed constantly with a quiet golden radiance. He carried a scepter in one hand and a large legal tome in the other, and wore the dress of a magistrate: a long, flowing, black or purple gown trimmed in silver or gold. To be in his presence was to feel the awesome power of true law. His scepter, the *scepter of the eternal sun,* was devastating against chaotic creatures and golems. Amaunator’s very touch was said to be able to destroy all undead creatures, and his visage could light an area for miles when he wished.

A very careful god, Amaunator made certain that everything was written down, contracted, signed, sealed, and notarized. An extremely lawful god, he followed the letter of the law, not necessarily the spirit of it—unless the spirit was a *great* deal more to his liking. He expected the same from his servitors.

Amaunator was also occasionally revered as the keeper of time. This artificial “addition” to his portfolio was due to a mispunctuation in a contract between himself and another deity which stated: “. . .Amaunator shall be responsible for all time. any misrepresentation of his or his followers, If so deemed the fault of Amaunator . . . .” This unnoticed punctuational snarl of commas and periods led to Amaunator considering himself to be in charge of “all time.” Fortunately, he never officially attempted to take over the portfolio, since he wasn’t willing to step on the toes of Mystryl, who was the practical and actual keeper of the timestream.

Manifestations

Amaunator often appeared as a glowing woman dressed in a flowing opalescent dress bearing a balance of the purest gold—an almost translucent gold. It was said that if the scales tipped toward the right, the one seeing the apparition had met with disfavor. The viewer could expect to lose all profits and to bear the weight of seven years of poverty, debt, and servitude. If the balance tipped to the left, the viewer had met with favor. They could expect rewards and contractual pledges to fill their pockets with the profits of the world. Those who saw an apparition with perfectly balanced scales were believed to be met with the greatest of favor: invited to join Amaunator’s priesthood. The clergy were apparently notified by Amaunator himself of favored folk, since they always approached such people within a tenday to take them to Amaunator’s temple in Unity for rigorous study and instruction.

Amaunator brought revenge to those who deserved it, righted wrongs, punished the wicked, and avenged those who couldn’t avenge themselves. He did this by sending a group of 13 giant hyenas with maximum hit points and a Morale of 20 that appeared from thin air to rip and tear at the flesh of the condemned until the body was spread over an acre of land.

Finally, Amaunator sometimes acted or showed his favor or disfavor through emerald dragons, sapphire dragons, steel dragons, golems, takos, birds of prey (especially sunfalcons), sunflowers, yellow-eyed daisies, golden lilies, topazes, fire-colored or red gemstones of all sorts, tan dogs, cream-colored cats, pure white wolves, and white stallions.



The Church

Clergy:	Specialty priests, monks
Clergy's Align.:	LG, LN, LE
Turn Undead:	SP: Yes, beginning at 2nd level, Mon: No
Cmnd. Undead:	SP: No, Mon: No

All monks of Amaunator received religion (Faerûnian) as a bonus nonweapon proficiency.

Priests of Amaunator were powerful political figures. Many served as regional rulers and political advisors. Amaunator's clergy were extremely hierarchical and rulebound. Each Righteous Potentate (high priest of a temple, called a "Court") oversaw all aspects of church functions. No one could perform or be relieved of his duties without the consent of the Righteous Potentate or one of his seven Monastic Abbots. Under each of the seven Monastic Abbots, there was an additional seven High Jurists (priests) who served relentlessly, performing whatever duties were assigned to them. Lower ranks of clergy members served beneath the High Jurists, and were known as (in descending order): Jurists, High Magistrates, Magistrates, Defenders of the Law, Lions of Order, Radiant Servants, Clerks. Specialty priests of Amaunator were known as sunlords and sunladies.

The Righteous Potentate was in charge of teaching the masses of people who flocked to the temple on a regular basis and oversaw the preparation of Court members (novices) to move into positions of power in the church. The seven Monastic Abbots each tended to a different supplemental duty, including the upkeep of the grounds and temple farms, upkeep of the church interior, upkeep of the church exterior, procurement of the necessities of the spirit, procurement of the necessities of the flesh (food, supplies, etc.), upkeep and expansion of the law library, and cultivation and supervision of itinerant monk missionaries who walked the world, preaching the peace that could be found in the understanding of law. These monks of Amaunator were the only clergy members not tied intimately to temple duties at least part of the time, though they were required to report to the temple or shrine they were assigned to at least once a year.

Dogma: Amaunatori were taught that the law was the law. The law kept order in society, and without it civilization would unravel and chaos would reign. Amaunator represented the sure function of the law, for just as certainly as the sun would rise in the morning, the law could deal fairly with any dispute and any crime.

Novice Amaunatori were charged as follows: "Learn the law and live it; obey its every letter and clause, for in knowledge of the intricacies of law lies freedom to act with righteous impunity. Keep track of the decisions of your superiors so that the body of precedent continues to grow and the unity of purpose of the rulings of Amaunator is made manifest to all. Serve your superiors faithfully, and they will reward you faithfully; shirk your duty and find the harsh hand of reproof."

Day-to-Day Activities: All clergy members had to learn, understand, and know how to reap the benefits from (exploit) the laws of the land, the city, and the province they lived in. In order to completely understand the nuances of law and legislature, the clergy constantly drilled each other, practiced law in court whenever possible, and rehearsed law in practice courtrooms, They couldn't resist investigating the scene of a crime or taking part in the construction of new laws in their locale, and did so with great intensity and fervor.

Amaunatori served often in court as judges, to present cases, and to hear legal arguments and disputes. They were paid well to settle merchant disputes over contracts, agreements, and trade practices and made a comfortable living for themselves and their church as arbitrators of all sorts of commercial and personal claims not worthy of the attention of figures of power in ultimate authority.

Holy Days/Important Ceremonies: The holiest of days in the church of Amaunator was the celebration of the anniversary of the signing of the Pantheon Contour, an agreement between the powers adjudicated by Amaunator. This anniversary was celebrated on the third full moon of the year. The festivities were marked by Amaunator's followers donning magisterial regalia and parading the holy symbol of Amaunator before every court and through the streets.

The longest day of the year, the summer solstice, was another important holiday. The followers of Amaunator spent the day relaxing, sunbathing, and praying to their god, thanking him for the gift of sunlight he sheds on the world. Amaunatori believed that if this day was not properly celebrated, Amaunator could withhold sunlight from the face of Toril for a year.

Every time a devout follower of Amaunator was able to take advantage of someone in a contract, successfully debate his case in court, or effectively pass a new law, the priest of Amaunator gave thanks to the Keeper of the Sun by burning magically preserved oak leaves and incense in his honor.

Major Centers of Worship: Unity, a sizable Netherese city, was the home of the largest temple to Amaunator, the Forested Enclave of the Face on the Sun. The steeple of this monstrous, three-story, pentagonal, hemispherically-roofed building thrust 17 stories above the landscape, allowing the solar disk of Amaunator to be seen far above the surrounding trees.

Throughout the temple's history, the Righteous Potentates overseeing the temple had an affinity for casting *continual light* spells on the cropped hair of their scalps. Like hair bleaching or coloring, though, this incantation had to be reapplied monthly to affect new hair growth. As a beneficial side effect to this quirky practice, gnolls from the enveloping Facile Forest made monthly pilgrimages to the temple of Amaunator to worship the "lightened one." The priest humored this practice since it encouraged the gnolls to respect the Forested Enclave and to focus their raiding on other parts of the forest.

Affiliated Orders: The church of Amaunator had several affiliated orders with representatives that could be found in most Netherese communities. The first was an association of bonded scribes called the Most Transcendent Affiliation of Paradisiacal Pens. These aloof and arrogant individuals traveled the world preaching the holiness of law and order. Their mission in life was to build amphitheater-sized buildings dedicated to the preservation of law. These huge, stone-walled monstrosities contained books and scrolls detailing the laws of every land and city that the followers of Amaunator encountered.

The Syndicate of Celestial and Righteous Lawmakers was a group of 70 paladins who worshipped Amaunator because of his love of law. These holy warriors taught the lawful side of Amaunator, interpreting his somewhat nongood tendencies as deific recommendations that could be safely ignored or softened to a more humanitarian tone. These warriors branded the business side of their shields with extremely potent variants of *continual light* spells to blind the lawlessness they encountered. This gave them a lasting light source in darkness and a bonus in some strategic situations where they could nearly blind their foes with the intensity of light coming from their shields.

The monks of Amaunator belonged to the Brotherhood of the Sun, an association of itinerant monks who served the faithful in the field, bringing the comforting words of Amaunator to the peasants and common folk and preserving order throughout the land. Their symbol was a sunburst.

Priestly Vestments: Priests of Amaunator dressed in bright, long-sleeved, ornate robes of yellow, red, and orange that were covered with sewn-on arcane symbols for the sun or that depicted the sun through embroidery, artful dying, or gold decorations and gemstone encrustations placed to form a sun face. Those priests with their own temples had their robes worked of cloth-of-gold. A sunburst headpiece completed the ceremonial garb. Holy symbols of Amaunator were always made of gold, gold-plated metal, or gold-painted wood.

Adventuring Garb: Adventuring priests usually wore utilitarian garb, but preferred reds and oranges for cloaks, tabards, and accessories that were not part of their armor. When possible, they wore armor that had been washed or plated with gold.

Specialty priests (Sunlords/Sunladies)

Requirements:	Constitution 11, Intelligence 12, Wisdom 15, Charisma 12
Prime Req.:	Wisdom, Charisma
Alignment:	LN, LE
Weapons:	All bludgeoning (wholly Type B) weapons
Armor:	Any
Winds:	Transcendent, prevailing, perpetual, predictable
Magical Items:	Same as clerics in PHB
Req. Profs:	Reading/writing
Bonus Profs:	Etiquette, reading lips, religion (Faerûnian)

- Sunlords and sunladies cast all predictable winds as if they had an additional three levels of experience. They also cast *command, enthrall, hold person, light, continual light, blessed warmth,* and *the great circle* as if they had an additional three levels of experience.

- Sunlords and sunladies cast the following spells that didn't fall within the winds they were normally allowed: *Sol's searing orb, sunray, log of everburning, fire trap, flame blade, heat metal, produce flame, protection from fire, pyrotechnics, produce fire/quench fire, wall of fire, conjure fire elemental/dismiss fire elemental, fire seeds, chariot of Sustarre,* and *fire storm/fire quench.* They cast these spells as if they had an additional three levels of experience.

- Sunlords and sunladies knew the laws and legal codes of the land, the city, and the province they lived in and the land, the city, and the province they were raised in (which may be two different places). They automatically knew all commonly known and uncommonly known information within that body of law and its attendant procedures. If asked to call to mind an incredibly obscure point of the law of their homeland or native land, they made an ability check against their Wisdom or Intelligence, whichever was higher, to recall the point in question. They made a similar ability check to know the common laws of other lands; to recall the uncommon legal practices or obscure legal points of order of foreign lands this ability check was at a -3 penalty or a -6 penalty, respectively.

- Sunlords and sunladies were able to *detect lie* once per day. They were able to do so an additional time per day for every four levels of experience they gained beyond 1st level (twice at 5th level, three times at 9th level, etc.).

- At 2nd level, sunlords and sunladies gained the ability to turn undead creatures. They affected undead creatures as a cleric of half their actual level (rounded down) throughout the rest of their careers. In other words, at 3rd level they turned undead creatures as 1st-level clerics. Lawful evil sunlords and sunladies, as well as those of lawful neutral alignment, never commanded undead creatures because of a combination of the aversion to the sunlight represented by their deity that most undead creatures possessed and the fact that undead creatures violated the "laws of nature"—something legal-minded Amaunator disliked intensely.

- At 3rd level, sunlords and sunladies were able to impose *rigid thinking* (as the 3rd-level priest spell) on another once a day.

- At 5th level, sunlords and sunladies were able to cast *compulsive order* (as the 4th-level priest spell) once a day and *impeding permission* (as the 5th-level priest spell) once every three days.

- At 7th level, sunlords and sunladies were able to impose *legal thoughts* (as the 6th-level priest spell) once a day.

- At 10th level, sunlords and sunladies were able to cast *Sol's searing orb* (as the 6th-level spell) once a day. The ability took effect as if the sunlord or sunlady were three levels higher in experience.

- At 13th-level, sunlords and sunladies instinctively determined the ethical component (lawful, chaotic, or neutral) of the alignment of anyone they viewed whenever they invoked this ability. (They couldn't do so constantly, but this ability didn't cost them an action in combat.)

- At 15th level, sunlords and sunladies were able to cast *sunray* (as the 7th-level priest spell) twice a day. The ability took effect as if the sunlord or sunlady were three levels higher in experience.

Jannath

Greater Power of Elysium NG

Portfolio:	Wild nature, forests, wild animals, the sea and sea creatures, agriculture, cultivation, farmers, gardeners, the fundamental elements, summer
Titles:	The Great Mother, the Grain Goddess, the Golden Goddess, She Who Shapes All, the Forest Mother, Guardian of the Wilds and Deeps, Earthmother, Keeper of the Wild
Domain Name:	Eronia/Great Mother's Garden
Allies:	Selûne, Tyche
Foes:	Jergal, Kozah, Moander
Symbol:	A sheaf of golden wheat on a green field
Wor. Align.:	LG, NG, CG, LN, N, CN

The hand of Jannath (JANN-nuth) was on every place where things grew, whether they were animals, crops, forests, or people. She was not a goddess given to spectacle or pageant, but rather called her followers to small acts of devotion. She was immensely popular among gardeners, farmers, and common folk of many nations. Through her blessing, Toril was fruitful and wildlife healthy and plentiful. She was wise and quiet, though not passive, and wasn't given to hasty action.

Jannath was portrayed as a kindly, white-haired woman of middle years, wise by virtue of a long life well-lived. She had a lush beauty, tanned, brown skin, and a powerful build. She was usually draped in white robes of the finest linen or heavy silk cinched by a girdle embroidered with all manner of growing plants. Leaves, vines, and flowers twined through her hair and about her body, some even seeming to grow from her head. Jannath's touch had the power to banish disease and barrenness, bestowing instant life and fertility, or to transform foes who attacked her into shambling mounds or treants. Wounds inflicted on her gushed forth life-giving *sweet water* and swift-racing floral vines rather than blood. Normal animals, their giant analogs, plants, plant beings, fungi, the earth, the air, and the water couldn't harm her.

Jannath protected civilized folk who worked the land from the dangers of the wild, and the wilds from the dangers of civilized folk. Jannath was fierce in her defense of nature, especially the plant and animal life of the wild places of Toril. While she turned her blessing upon those plants and animals that had been domesticated, granting them fertility and abundance, she protected the forests, plains, jungles, arctic wildernesses, and even the depths of the sea with an equal generosity of spirit. Any who burned forests or grasslands, cut wood to excess, overfished, hunted whales, or attempted wholesale slaughter of the fur-bearing animals of Faerûn found their efforts rewarded by aggressive visitations from the most clever of thieves and vicious predators of the animal and plant kingdom, who ruined their profits—or their lives.

Manifestations

Jannath often manifested as a flower where none had been that sprouted, rose, and blossomed with lightning speed. Such a flower could appear as a simple sign of the approval of the goddess or a "yes" answer to a question asked in prayer. The blooming of such a flower could also accompany the sudden appearance of seeds, a garden tool or scythe, or helpful plants or herbs. Her floral signature also marked the parting of growing things to reveal a path, door, or other feature that was being sought.

Jannath sometimes used sprites, brownies, firestars, and messenger spirits to do her bidding. These messenger spirits took the form of larks, robins, red hens, talking trees, or motes of light dancing in the air. She also could send any animal or plant to do her bidding, most often favoring those of natural, and therefore normally unnoticed, coloration, rather than creatures of a distinctive and somewhat otherworldly hue. However, animals that appeared holding a red rose in their mouths were almost universally trusted to be in her service.

The Church

Clergy:	Specialty priests, shamans
Alignment:	LG, NG, CG, LN, N, CN
Turn Undead:	SP: No, Sha: Yes, if good
Cmnd. Undead:	SP: No, Sha: Yes, if neutral

Jannath had shamans among many primitive and isolated tribes. All shamans of Jannath received religion (Faerûnian) as a bonus nonweapon proficiency. Shamans of Jannath were immune to the poisons found in plants and mushrooms. Shamans were encouraged to take the herbalism nonweapon proficiency and received the agriculture nonweapon proficiency as a bonus.

Jannath's priests tended to have a deep love for the land and an appreciation of natural ways and balances, seeing humans and other intelligent life as part of an ongoing series of cycles. They tended to be gardeners, farmers, foresters, herbalists, midwives, trackers, and explorers by trade and training and had an increasing appreciation for the beauty of plants and animals that brought them at last to the veneration of She Who Shapes All.

Jannath was spoken of as "Our Mother" or "the Mother of All" by her clergy. They knew that she was very powerful in a quiet way—and like her, they tended to be quiet and patient in their ways. Many members of her clergy were female. In the communities in which they dwelled, they were known for their wisdom and appreciated for their willingness to freely (without fee or obligation) pitch in when agricultural work needed to be done. Many priests of Jannath also lived in secluded places deep in the wilds, tending to the needs of creatures of the forest, the moors, and the plains. They protected nature from excessive incursions by civilization and also returned lost folk and those driven by simple curiosity who fell to natural predators to their homes when possible.

Though Jannath's faith had some large, impressive temples and shrines whose granaries ensured that food was abundant in their vicinities, the backbone of the Earthmother's faith was composed of small, local temples and druid groves. Often these local temples were seed-storage caverns near pure wells or doubled as the dwellings of local folk wise in the ways of herbs, animal care and husbandry, and birthing babes. Jannathan services were also held in open fields and beautiful or awe-inspiring natural settings.

Priests of Jannath used such titles as (in ascending order of rank) Close One, Watchful Brother/Sister of the Earth, Trueseed, Harvestmaster/Harvestmistress; High Harvestmaster/Harvestmistress, and Onum. Specialty priests of Jannath were known as druids.

Dogma: Jannath's faith was one of nurture, growth, and the protection of the natural order. Agricultural homilies and folk wisdom dotted her teachings. Growing and reaping, the eternal cycle, was a common thread in Jannath's faith. Destruction for its own sake, or leveling without rebuilding, was anathema to the church. Jannathan priests were charged to nurture, tend, and plant whenever and wherever possible; protect trees and plants, and save their seeds so that what was destroyed could be replaced; tend to animals, both wild and domestic; see to the fertility of the earth, but let the human womb see to its own; and to eschew the use of fire when possible.

Day-to-Day Practices: Priests of Jannath were charged to learn-and pass on to others, both fellow clergy and laity-all they could of horticulture, herb lore, plant types, plant diseases, animal husbandry, and wildlife lore. They encouraged all civilized folk to enrich the land by replanting, composting, and irrigation, not merely to graze or dig it bare for what it could yield and then pass on. They replanted trees wherever they went, rooted out weeds that strangled and choked crop plants, tilled plants back into the soil, cared for sick and injured creatures, and worked to prevent the spread of disease. They strove to let no day pass in which they didn't help a living thing flourish.

They sometimes hired nonbelievers to help them burn diseased plants or the corpses of plague-ridden livestock to prevent the spread of sickness. They kept careful watch over such blazes, since uncontrolled blazes could wreak such destruction on the earth. They were not forbidden to use fire, but were especially careful in their use of it.

Jannath encouraged her faithful to make offerings of food to strangers and those in need, freely sharing the bounty of the land. It was also said that money given to one of her temples returned to the giver tenfold. Worshipers were supposed to plant at least one seed or small plant-cutting a tenday, tend it faithfully for as long as possible, and see that their own wastes were always tilled back into the soil to feed later life. Any extra seeds yielded by plantings was taken to a temple of the goddess for distribution to the less fortunate. Worshipers were also cautioned never to take lightly the burden of caring for an animal to which they had made a commitment, such as a pet, mount, or domesticated animal.

Holy Days/Important Ceremonies: Every day was supposed to begin with whispered thanks to Jannath for continued life and close with a prayer to the mountains, from whence (Jannathans believe) the Great Mother sent her power. Prayer to the Great Mother was made whenever things were planted or born, but otherwise occurred when worshipers were moved to do so by the beauty of nature around them, which they were always encouraged to notice. Prayer to the Golden Goddess was best made on freshly tilled ground, farmland, or a garden, or failing that, at least at a well or watering place. Jannath listened best to those who enriched the ground, so before prayer many priests buried wastes, disposed of the litter of civilization, or planted seeds.

Few ceremonies of worship fell at set times. Passing one's wedding night in a freshly tilled field was held by Jannathans to ensure fertility in marriage. Greengrass was a fertility festival, wherein uninhibited behavior and consumption of food and drink was encouraged. The much more solemn High Prayers of the Harvest celebrated the bounty Jannath had given a community and were held at different times in each community to coincide with the actual harvest of crops, rather than precisely on Higharvestide.

Major Centers of Worship: An abbey built on the Glorifier, a mountain near Remembrance, was built in 2298 NY and remained one of the most important locations for Jannath's faith until the desert of Anauroch choked the forest and the life it held. The city of Remembrance became an important link between the mountain and the followers who wanted to climb the slopes in order to touch the ground blessed by her footsteps.

The abbey, known as Groundcover, was a large, one-story, log building that spanned over 12,000 square feet. A small stream flowed under the northern wall and exited near the southeast corner of the building. Only dead trees were severed from the ground to construct the abbey, and no live trees were killed to make room for it—instead, the building was constructed *around* the existing

live oaks and evergreens, and the building used these trees to sup port the roof. (Each room built in the abbey had at least one tree supporting a corner.) The building also followed the contour of the forest floor. Built near the mountain peak, the ground was relatively flat, though parts of it dipped severely, forcing the priests who constructed it to accommodate the change in grade with stairs.

Affiliated Orders: An affiliated order of militant rangers, called the Timberland Resistance Brigade, was one of the most feared groups within 100 miles of the monastery. (The Timberland Resistance Brigade didn't call itself that; its members called themselves Jannath's Defenders.) They were feared in Grog and Imbrue as "murderers who wantonly massacred entrepreneurs." In fact, the government of Fluvion once put a price of 600 gp on the head of every member of the Timberland Resistance Brigade. They were staunch defenders of the wild, but not evil, contrary to what the Fluvion government loudly proclaimed.

Another order supposedly affiliated with the worship of Jannath, though not with the monastery on the Glorifier, was a sect of druids that were often termed gray druids, though they preferred the name they chose themselves: Nature's Reprisal. These druids, specialists in *polymorph* spells of all kinds, were also believed to be wizards. Tales of Nature's Reprisal claimed its members altered the form of their opponents into trees, brush, grass, or harmless herbivorous herd animals. Groundcover's monks didn't claim to be in league with Nature's Reprisal and believed the group was actually in allegiance with Moander. The Moanderites neither claimed the group nor denied its affiliation with their god.

Priestly Vestments: Priests of high rank of all types in the service of Jannath tended to favor off-white or maize-colored ceremonial robes trimmed in deep forest green and used staves smoothed by much handling but otherwise natural in appearance. Some such staves were enchanted to purify or promote the growth of what they touched.

Adventuring Garb: Jarmath's priests dressed simply and without pretense most of the time. They favored earth tones of green and brown. The most commonly encountered garb was simple brown robes, with high rank denoted only by a belt laced with gold thread or some other similar, precious decoration.

Specialty Priests (Druids)

Requirements:	Wisdom 12, Charisma 15
Prime Req.:	Wisdom, Charisma
Alignment:	N, NG
Weapons:	Club, sickle, dart, spear, dagger, scimitar, sling, staff
Armor:	Padded, leather, or hide and wooden, bone, shell or other nonmetallic shield
Winds:	Terrestrial, wandering, buffering
Magical Items:	As druid in the PHB
Req. Profs:	Agriculture, herbalism
Bonus Profs:	Animal lore, survival (pick type); modern languages (pick two from: brownie, dryad, elvish, korred, nymph, Pegasus, pixie, satyr, sprite, sylph, treant, unicorn); religion (Faerûnian)

- Druids of Jannath were immune to the poisons found in plants and mushrooms.

All specialty priests of Jannath were druids. Their abilities and restrictions, aside from changes noted above, are detailed in full in the *Player's Handbook.*



Jergal

Greater Power of Gray Waste LE

Portfolio:	Death, the dead, order in death, funerals and tombs, undeath, the undead, wasting, old age, exhaustion, tyranny, dusk
Titles:	Lord of the End of Everything, Lord of Bones, Lord of the Dead, Protector of the Names of the Dead, Guardian of Tombs, Scribe of the Doomed, the Pitiless One, King of the Walking Dead, Nakasr
Domain Name:	Oinos/Bone Castle
Allies:	Amaunator, Shar, Tyche
Foes:	Jannath, Moander
Symbol:	Skull, scroll, and quill
Wor. Align.:	LG, NG, LN, N, LE, NE

Jergal (JER-gal), Lord of the End of Everything, was the power who presided over death, the dead, and undeath. He was responsible for keeping records on the final resting place of all the dead, and strove for order in death, anticipating the ever-encroaching termination of all things living. As the Judge of the Damned and the Grim Reaper, it was said that only Jergal knew the final disposition of every spirit and the day of every being's final death, and he was never wrong. The ultimate tyrant, no one unintentionally escaped Jergal's grasp once they fell under the aegis of his portfolio. He was very jealous of his position, and even those of other faiths who sought to resurrect companions had to placate him or risk his retribution.

Jergal never visibly angered and always spoke with a disembodied, chilling voice that echoed with the dry whisper of a long-forgotten crypt. His tone was deceptively bland and his demeanor excessively formal, even if his words portended horrors unimaginable. Totally focused on death, he perceived life as momentary existence before death's eternity.

The Lord of the Dead was depicted as a wizened, insubstantial mummy of some ancient, alien race. His skin was gray and tightly strung across his frame. His bulbous, yellow, lifeless eyes and insectoid mandibles resembled a cross between a humanoid and a praying mantis. His ears and nose were barely distinguishable from his elongated skull. Most of his body was covered with an utterly lightless cloak that seemed to absorb the very atmosphere that enveloped it. He wore white gloves, which covered elongated, claw-like hands and forearms, and a shadow-filled gray cloak that rose and fell as if buffeted by an unseen wind. He clutched a thick scroll covered with intricate, incomprehensible script and a freshly inked quill in his hands.

Jergal was said to be shadowy, sinister figure who left a vague feeling of unease and enervation in his wake. He had total command over the undead, animating, creating, summoning, dismissing, and dispelling them at will. It was said that with his gaze Jergal could learn the sum total of a being's life, joys, fears, acts, and ultimate demise, and simply by inscribing a mortal's name on his voluminous scroll, he could inflict a being's fated demise immediately. His touch instilled fear, drained a being's life force, or could banish his victim to the realm of the dead.

Jergal had a cordial relationship with Amaunator, valuing that ancient sun god's adherence to law and order and his dominion over the more general field of rulership, and he worked grudgingly with Tyche, as fate sometimes had a hand in the time of a mortal's death. He admired the ineffable evil and seductive Power, grace of Shar and had formally courted her on several occasions, though he was well aware of the many attempts she made to manipulate him.

Manifestations

Jergal could manifest as any undead creature, gaining all its innate abilities in doing so. He also sometimes took the form of a mortal man with a great white beard, who was bent with extreme age yet held intelligence and a driving energy in his sunken eyes. Jergal's preferred manifestation was the sound of a heavy tome being closed with chilling finality. This manifestation often occurred upon the death of an exceptionally long lived mortal, particularly one who had extended his or her life with *potions of longevity* and like magical manipulations—such as the magic of an archwizard.

Jergal was served by a wide variety of creatures seen as harbingers of death in various cultures. For example, great, white-bearded vultures known as Nakasr's children ferried spirits into the afterlife to their preordained realms at Jergal's bequest. The Lord of the End of Everything also exerted his influence through a variety of undead tied to the Negative Energy Plane, such as shadows, spectres, and wraiths, as well as trillochs, wastrels, and xeg-yi.

The Church

Clergy:	Specialty priests, monks
Clergy's Align.:	LN, LE
Turn Undead:	SP: Yes, at priest level +2, Mon: No
Cmnd. Undead:	SP: Yes, at priest level +2, Mon: No

Priests of Jergal served as scribes, funerary workers, and morticians. The church of Jergal was feared and respected, though not automatically hated by the average person, He was perceived as a compassionless steward of death who visited mortals at their appointed time and transported them to the appropriate realm in the afterlife. The archwizards secretly feared, Jergal more than any other being in existence, because his arrival meant that all their efforts to achieve immortality and divinity had finally come to an unsuccessful conclusion. (Of course, in public, they contended that he was not a god, but only a very powerful necromancer.)

Jergal's few temples were typically lifeless stone mausoleums, mortuaries, or dry, dusty crypts. Animals and plants never lived long in these dreary, bleak houses of endless drudgery. Sentients who toiled daily in Jergal's dusty temples quickly aged and grew weak, yet never died before their appointed time. Rare visitors to such shrines found long rows of scribes dutifully recording the affairs and fates of the short-lived mortals in the surrounding lands.

The priesthood of Jergal was known as the Scriveners of Doom. Within their ranks, the high priest of each temple was known as First Scrivener of Doom, but otherwise the faith eschewed titles or ranks. Monks of Jergal served in the temple to provide additional support for the priesthood's recordkeeping tasks and as guards of important items, people, and areas.

Dogma: The church taught that people had an eternal resting place that was chosen for them at the moment of their creation. Life was a process of seeking that place and eternal rest. Existence was but a brief aberration in an eternity of death.

Power, success, and joy were as transitory as weakness, failure, and misery. Only death was absolute, and then only at its appointed hour. Followers should seek to bring order to the chaos of life, for in death there was finality and a fixedness of state. Be ready for death for it is at hand and uncompromising. Life should be prolonged only when it served the greater cause of the death of the world. Undeath was not an escape or a reward; it was simply a duty of a chosen few who served the Lord of the End of Everything.

Day-to-Day Activities: The Scriveners of Doom spent their days maintaining and extending vast archives of scrolls listing how sentients under their purview passed away and their destination in the afterlife. Despite their near hopeless task, they toiled on undaunted, knowing they had eons to complete their appointed task. They also took on such recordkeeping duties and burial tasks as the high priest of their temple agreed to perform for different groups or individuals. They kept tax rolls; recorded births, deaths, and the genealogy of noble lines; embalmed, mummified, cremated, and buried the dead; put down uncontrolled undead creatures or animated and controlled undead work forces to perform hired labor tasks to benefit the temple (strategically or financially). Many priests of Jergal were primarily morticians and prepared the dead for burial; those who did not provide financially for a proper burial with the church or their heirs were sometimes used as brute labor after their demise for a set period to repay the church for their funerals and the future care of their remains. (Those who offended the church were also said to turn up in zombie and skeleton work crews.)

The Scriveners of Doom also accepted prearranged agreements, in certain cases performing a *raise dead* or *resurrection* on individuals who had prepaid and contracted for the service in the event of their death. The price of such a contract was set at the discretion of the high priest of a temple, but it was never less than 5,000 gp and most often in excess of 25,000 gp. They even traveled to distant places to recover the body if a revivification contract had been signed, though reimbursement for unusual expenses incurred was made in coin or temple service after a being was revived. Jergali priests didn't raise those who had met their final end in Jergal's judgment. They were informed by Jergal when such an event had happened, and if they had already taken a contract to raise such a being, they refunded the prepayment to the being's heirs.

Holy Days/Important Ceremonies: Jergal's faithful had little patience or need for holy days or religious ceremonies other than the formal and proper funeral rites, viewing them as unnecessary distractions. The funeral rite they were required to perform was known as the Sealing. In it they placed the remains of the deceased (whether mummified, cremated, embalmed, or otherwise prepared) in their resting place and impressed a large wax seal with the sign of Jergal over the casket lid, stone block sealing the burial chamber, urn containing the ashes, etc. They sprinkled this seal with powdered ash and bone while it was warm and intoned a prayer to Jergal.

On the last night of the year, the 30th of Nightal, Jergal's clergy ceased their endless toil for a full night. On this holy night known as the Night of Another Year, they passed in procession to a crypt, mausoleum, or graveyard carrying all the scrolls and books containing every name whose death they had recorded over the past year. At midnight each priest began reading aloud every name whose death they had recorded over the past year. When the last name was intoned, all the priests invoked Jergal, crying "One year ended; one year closer," three times, bowed their heads, and returned to their duties, taking the scrolls and books to be properly filed.

Major Centers of Worship: The largest and oldest temple of Jergal was located in Seventon. It was a gray granite structure of exactingly geometric design consisting of a large mortuary, a temple, a huge necropolis, and several small attached communal-living buildings in which those people who made their livings as professional mourners dwelled. It was said to be guarded by undead of fearsome number and strength who only attacked at the bidding of a Scrivener of Doom. Its high priest was an ancient mummy of tremendous power whom no one saw except other Jergali priests. The temple, known as the Vaults of Doom, was said to guard the wealth of a hundred thousand noble burials.

Affiliated Orders: The Jergali church had two affiliated groups: the Companions of the Pallid Mask and the Hand of Jergal. The Companions of the Pallid Mask were a group of Jergali priests who specialized in combating or commanding the undead. They eliminated undead creatures whose existence was not sanctioned by the church or who had proven to be troublesome. They also were the supervisors of the skeleton and zombie work crews that the church sometimes ran to profit itself. The Hand of Jergal was an elite group of fanatic priests who led others under their command to avenge slights upon the church of Jergal at the direction of a high priest. They acted against those of other faiths who raised or resurrected someone without paying due tribute to Jergal or who violated or looted a tomb under the protection of the church.

Priestly Vestments: Jergal's clergy shaved their heads smooth and garbed themselves in unadorned gray robes and long, white gloves. At important ceremonies or when they felt the need to impress, high-level priests favored masks with smooth, pale, faces and bulbous eyes that resembled those of a praying mantis. At all times they carried a satchel of scrolls, inks, and quills. Each priest carried a polished skull formed into a container. The skull held a simple mixture of ash and powdered bones for use during Sealing rituals. The skull or a depiction of it also served as the Jergali holy symbol.

Adventuring Garb: Jergal's priests wore any armor that they wished to protect themselves. Such protection was irrelevant to the Lord of the End of Everything, since all beings died at their appointed time, regardless of what protections they took to the contrary. Jergali priests favored voluminous gray overcloaks and white gloves or gauntlets and emblazoned the skull of Jergal on their shields or breastplates or embroidered it on their cloaks.

Specialty priests (Doomscribes)

REQUIREMENTS:	Wisdom 9, Intelligence 11
PRIME REQ.:	Wisdom, Intelligence
ALIGNMENT:	LN, LE
WEAPONS:	All bludgeoning (wholly Type B) weapons
ARMOR:	Any
WINDS:	Transcendent, perpetual, prevailing, predictable, zephyrous
MAGICAL ITEMS:	Same as clerics in the PHB
REQ. PROFS:	Reading/writing (common)
BONUS PROFS:	Reading/writing (Thorass), religion (Faerûnian)

- When doomscribes successfully turned or commanded undead, they could double the number of creatures they affected up to three times a day.

- Doomscribes knew a great deal about undead creatures and the ultimate destinations of the spirits of living creatures after they died. This knowledge was separated into two fields: necrology and netherworld knowledge. (These fields of knowledge are identical to the necrology and netherworld knowledge nonweapon proficiencies from the *Complete Book of Necromancers.)*

Necrology: Doomscribes were well versed in necrology, the lore of undead creatures. When checking their necrology knowledge, doomscribes made an ability check against their Wisdom score. Their knowledge could be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a doomscribe confronted an undead creature, he could specifically identify the creature (discerning between a ghast and a common ghoul, for instance) with a successful ability check. In addition, provided the doomscribe made another successful ability check, he recalled the creature's specific weaknesses and natural defenses or immunities. A failed ability check (in either of these cases) revealed misleading or even completely erroneous information which could actually strengthen or otherwise benefit the undead creature.

Netherworld Knowledge: Doomscribes steadfastly served Jergal, who saw to the disposition of the dead, and so obtained a great deal of arcane knowledge. When checking their netherworld knowledge, doomscribes made an ability check against their Wisdom score minus three. Doomscribes learned about the cosmology and organization of the Outer Planes and how this specifically related to the Realms, focusing primarily on the ultimate destination of spirits after death. In addition, doomscribes learned about the dangerous behavior of the creatures that inhabited the nether regions, including such fiends as tanar'ri and baatezu. With a successful ability check to the modified Wisdom score, netherworld knowledge could reveal the specific weaknesses and natural immunities of beings from the Outer Planes. Netherworld knowledge could also be used to classify the exact type of extraplanar creature encountered with a successful ability check.

- Some doomscribes retained their abilities into undeath as mummies and greater mummies. At the moment of death, Jergal decided in some fashion inscrutable to mortals whether a doomscribe's services would continue to be needed on the Prime Material Plane.

- All prevailing and perpetual winds cast by doomscribes were at double strength in all aspects.

- Doomscribes gained a saving throw vs. petrification against any form of energy-draining attack that could drain them of experience levels or hit points.

- Doomscribes could *feign death* (as the 3rd-level wizard spell) or cast a *ray of enfeeblement* (as the 2nd-level wizard spell) once a day.

- At 3rd level, doomscribes could cast *mummy touch* or *skull watch* (as the 3rd-level wizard spells from *Pages From the Mages)* once per day.
- At 5th level, doomscribes were able to *cast undead ward* (as the 5th-level priest spell) once a day. The ward they created turned undead creatures at the level of the doomscribe using this ability, rather than two levels lower.

- At 5th level, doomscribes became immune to one level of energy-draining damage per day. Thus, if they were struck by a creature that caused them to lose two levels of experience and they failed their saving throw vs. petrification, they lost only one level of experience. They gained another level of immunity at 10th level, and yet another (for a total of three) at 15th level.

- At 7th level, doomscribes could cast *enervation* by touch (as the 4th-level wizard spell) thrice per day.

- At 10th level, doomscribes could cast *animate dead* (as the 5th-level wizard spell) once a day.

- At 13th level, doomscribes could cast *age creature* (as the 6th-level priest spell) twice a day. This ability was not doubled in effect.

- At 20th level, doomscribes could cast *energy drain* (as the 9th-level wizard spell of the same name) by touch once a day.

Kozah

Greater Power of Pandemonium CE

PORTFOLIO:	Storms, destruction, rebellion, strife, ravaging beasts and monsters, hurricanes, ocean storms, blizzards, vortices, conflagrations, earthquakes
TITLES:	The Destroyer, the Raging One, the Stormstar, the Storm Lord, the Wildfire, Bhaelros
DOMAIN NAME:	Pandesmos/Towers of Ruin
ALLIES:	Moander, Shar
FOES:	Amaunator, Jannath, Mystryl, Seltine, Tyche
SYMBOL:	A stylized white lightning bolt on a crimson field between two flanking horizontal white bars
WOR. ALIGN.:	LN, N, CN, LE, NE, CE

Kozah (KOH-zah) was the destructive force of nature. He was the god of storms, forest fires, earthquakes, tornadoes, hurricanes, and general destruction. He attracted the destroyer, the raider,

the looter, the brigand, and the rabble-rouser among his followers. His actions often seemed petty and vengeful and were frequently motivated by rage, anger, and the desire to not appear weak or compromising in any way. He exulted in seeing what he or his followers can burn, break, flood, kill, or otherwise utterly destroy. He was like a malicious and twisted child whose power and wrath knew no bounds and who proved his self-worth and standing again and again by raining havoc and ruin down on those who could do little to oppose him.

When Kozah was portrayed in religious art, he was depicted as a broad-shouldered, dark-haired, bearded young man with eyes that blazed yellow and crackled with unleashed lightning. He wore a half-suit of field plate armor (without a helm) worn over smooth black leather armor and black leather gloves. He carried three staves, one of the first iron forged on Faerûn, one of the first silver smelted in Faerûn, and one carved from the first tree felled in Faerûn (said to be a shadowtop). With them he raised and hurled the winds, created storms of immense force, stirred Toril's waters to form waterspouts, whirlpools, and tsunamis, raised and lowered the seas, rent the earth, and called forth earthquakes. His gaze was said to be able to send forth raging curtains of lightning to smite his foes at his whim.

Kozah counted among his enemies all those who dared to work magic to try to control the winds and weather in an ongoing or wide-ranging fashion, including the mortal arcanists of Netheril.

Manifestations

Kozah was usually encountered as titanic, bellowing laughter in the heart of a gale. Sometimes the laughter was accompanied by two eyes like giant blazing coals, which were surrounded by swirling maelstroms of air. In the Narrow Sea, this manifestation always meant the loss of at least one ship.

In urban areas, Kozah more often manifested as two fist-sized, swirling storm clouds. There was a clap of thunder, and lightning arced between the clouds. If Kozah was displeased, a bolt of lightning striking for 9d6 points of damage (and often forking) leapt from each cloud to strike at the beings or objects that offended him. If the god was bestowing favor, red-hued lightning crackled and shot forth from both in a straight beam (not a zigzagging bolt) to the being or item Kozah was pleased with and bestowed upon it healing or spells. The red lightning stroke could even temporarily confer such powers as infravision, the ability to *fly*, or *X-ray* vision.

Kozah sometimes worked through the presence or action of vargouilles, yeth hounds, quasits, wind walkers, and the elemental spirits known as tempests.



The Church

CLERGY: Specialty priests
CLERGY'S ALIGN.: NE, CE
TURN UNDEAD: SP: Yes
CMND. UNDEAD: SP: Yes

Kozah's name was most often invoked by individuals who wished to escape his attentions, not suffer them; however, he had more than a few direct followers who supported and encouraged his depredations. His established clergy was itinerant for the most part and preached by warning of dooms and disasters to come. Frequently his priests were right in their predictions because either they or Kozah ensured that they came true. This didn't make his clergy members terribly popular—yet another reason why they tended to travel a lot. The most favorable reception Kozahyn priests received was with the oppressed Netherese, whom were often encouraged to riot and rebellion by the words of Kozah's priests.

The church of Kozah exulted in the wild destruction of nature at its fiercest. Clergy and the faithful tended to be fatalistic in nature as a result—almost self-destructive. However, priests of Kozah usually wished to take as many others with them as possible. The protections the Storm Lord conferred upon his clergy made the priesthood of the Destroyer popular with many folk who exulted in the feeling of power—or who just liked to destroy things. All would-be priests of the Storm Lord were confirmed to his service through the manifestation of Kozah as two small storm clouds. The clouds struck a supplicant with a red lightning stroke that did no harm, and it was revealed to the supplicant's mind that she or he was indeed chosen to serve the Stormstar. This was referred to as being "Touched by Kozah."

Specialty priests of Kozah were known as stormlords. (a title used irrespective of gender). Typica1 titles used by clergy of Kozah, in ascending order of rank, were: Storm Supplicant, Weatherwise, Talon (full, confirmed priest), Lord/Lady of Fury, Eye of the Storm, Reaver, Stormherald (high priest), High Stormherald, and Weathermaster/Weathermistress. The spells of a Stormherald relating directly to natural forces (such as *call lightning* and *flame strike)* dealt double the normal damage, and so the uppermost three titles in this list were honors bestowed and confirmed by Kozah, not ranks that priests dared to assume for themselves—for Kozah destroyed those who spoke against his will.

Many Kozahyn temples and shrines were secret because of the reputation of the church; the worship of Kozah was outlawed by many archwizards. Where there were public temples to Kozah, many of them took the form of castles or walled compounds because they often served as strongholds that the faithful of Kozah could defend against angry folk.

Dogma: Kozah the Destroyer was the dark side of nature, the uncaring and destructive force that lay waiting to strike at any time. Kozahyns were taught that life was a combination of random effects and chaos, so the devout should grab what they could, when they could, as who could say when Kozah would strike and bring them into the afterlife?

Kozahyn clergy were to preach to all of the might of Kozah, warning them always of the forces only he could command—the fury of all Faerûn. They were never to cease in such speech, so that everyone could know that Kozah was to be worshipped by all, and that in time to come he *must* be, or he would destroy all life with the forces at his command. His clergy should walk unafraid in all storms, forest fires, earthquakes, and other disasters, for the power of Kozah protected them. They were to let others see this whenever possible, so that unbelievers would come to believe in the true power of almighty Kozah.

Kozahyn clergy made all fear Kozah by showing the destruction that he and all of his servants could cause. To avoid tasting his fury, they were to pray to him energetically and tell all folk that such observances—and *only* such observances—could protect them from the furies of gales, hailstorms, winds, floods, droughts, blizzards, hurricanes, and other natural dooms. Such forces could also be hurled at one's foes-an advancing orc horde, for instance—if Kozah deemed a place or a person worth defending. So one couldn't afford to ignore Kozah, but should bow down and worship him. The clergy of Kozah were to proclaim this message to all and show everyone the destruction even the slightest of the servants of Kozah could inflict.

Day-to-Day Activities: Kozah always had too few worshipers for his liking, so his clergy was sent out into the world to spread word of his might and to recruit others to his worship—either out of fear or because such people enjoyed the wielding of raw power. As examples to all, the fatalistic priests of Kozah tended to indulge in acts of random or spiteful destruction as they traveled and to make examples of all folk who stood up to them or tried to prevent them from entering a community or passing along a road. Some priests pillaged, burned, and stole as enthusiastically as any brigand, and hamlets that fought them off tended to be visited a season or so later by a gathering of Kozahyn priests who tried to slaughter everyone and lay waste to the place.

Kozah didn't seem to mind priests who indulged in fulfilling personal desires for wealth, food, luxury items, and wanton behavior so long as they called up a storm or engaged in random, spectacular acts of violence once every tenday or so (toppling towers was always effective). As a result, some clergy took up a life of brigandage. They posed as lunatics in order to spread the word of Kozah as ordered, and the rest of the time they adopted disguises to scout out rich prizes to strike at.

Holy Days/Important Ceremonies: Kozahyns marked all of the annual festivals (Greengrass, Midsummer, and so on) with rituals that called down lightning or called up storms. Calling Down the Thunder was the most sacred of these rituals and involved the slaying of an intelligent being by lightning in return for the Storm Lord granting a special boon. This boon was usually the bestowal of a spell normally beyond a Kozahyn priest's ability to receive and wield, but it was sometimes a deed such as the sending of a storm down on a particular locale or being named by the priest.

A more frequently seen ritual was the Fury, which was simply a berserk attack on folk and items made while howling the name of Kozah repeatedly. It began and ended with a prayer (if the priest survived) and usually involved the hurling of spells and of lit, carried torches, in an effort to visit considerable destruction on a place or encampment within a short time. It was considered most holy when performed by a lone Kozahyn priest—but against formidable foes, clergy of Kozah usually attacked together or drew off defenders by creating illusory attackers in one direction and mounting their own real attack from another.

Major Centers of Worship: Kozah's largest temple could be found in the fundamentalist city of Monikar. The people living in this city embraced the beliefs of Kozah, hoping the god would bring about the destruction of magic, and with it, the fall of decadent Netheril and a return to a more pastoral and traditional feudal lifestyle. The temple was constructed to resemble a whirlwind. The outside walls stood about nine stories tall, and the hallways spiraled toward the center and down, creating a dark underchamber that was used for purposes known only to the priesthood. It was said that a continual dark cloud hung over the building, ricocheting lightning and turbulent rains across its wooden walls and metallic supports, though no real damage was ever inflicted upon the structure.

Affiliated Orders: Many brigand bands, reavers, and raiders paid tribute to Kozah and his priesthood, but none were organized enough to really be called an affiliated order. Kozah had an order of powerful and odiously dispositioned mages who call themselves the Doomsayers. They delighted in casting the most destructive spells in the midst of cities whenever possible and for no apparent reason but personal merriment. Membership in this order was said to exceed 70, but actual figures were difficult to judge Membership in this order tended to be short-lived, however, as its members were relentlessly hunted down. The last known Doomsayer was killed in 3189 NY through the work of an extensive alliance of good-aligned beings.

Priestly Vestments: High priests of Kozah wore ceremonial robes of dark blue and white streaked with crimson that seem to crackle with lightning due to a minor illusory glamour, but all other priests dressed in robes and cloaks of black shot through with teardrops and jagged lines of gold or silver. The robes had jagged hems and rough, uneven sleeves.

Adventuring Garb: It should be noted that clergy of Kozah enjoyed destruction and armed themselves heavily at all times to bring it about where spells may fail. When not involved in ceremonies, Kozahyns tended to go to one of two extremes: Either they armored themselves to the hilt in the most menacing-looking armor they could obtain, or they wore next to no armor and used protective magics instead so that to average observers they looked almost suicidal in their fervor to get into the thick of destruction. Kozahyns tended to favor javelins, quarterstaves, and wicked-looking maces.

Specialty priests (Stormlords)

Requirements:	Strength 13, Wisdom 14
Prime Req.:	Strength, Wisdom
Alignment:	NE, CE
Weapons:	All bludgeoning weapons (wholly Type B) and javelins
Armor:	Any
Winds:	Transcendent, sporadic, wandering
Magical Items:	Same as clerics in the PHB, plus magical javelins
Req. Profs:	Weather sense, religion (Faerûnian)
Bonus Profs:	None

- Stormlords could endure extremes of heat and cold in their surroundings without harm. They could never die of exposure, even if naked and wet, and could walk through fires of natural origin unharmed, though their clothing and equipment would be damaged. They suffered the normal damage dealt by all cold- and fire-based magic and creature breath weapons.
- Stormlords were immune to all forms of lightning and electrical damage.
- Stormlords were able to cast *shocking grasp* (as the 1st-level wizard spell) once a day.
- At 3rd level, stormlords could *call lightning* (as the 3rd-level priest spell) or *ride the wind* (as the 2nd-level wizard spell) once a day.
- At 5th level, stormlords could *water walk* (as the 3rd-level priest spell) at will.
- At 5th level, Stormlords were able to cast *control winds* (as the 5th-level priest spell) once a day.
- At 7th level, stormlords could cast a *lightning bolt* (as the 3rd-level wizard spell) once per day. They couldn't cast the *lightning bolt* if they were wearing any metallic armor (including studded leather). They gained an additional *lightning bolt* for every three levels of experience (another at 10th, a third at 13th, etc.).
- At 10th level, stormlords could *control weather* (as the 7th-level priest spell) once per day. Stormlords moved the conditions to any worse condition under the same prevailing heading (as per the chart in the spell description). Stormlords never used their abilities to improve the weather conditions.
- At 15th level, stormlords could cause an *earthquake* (as the 7th-level priest spell) once every tenday.

Moander

Lesser Power of the Abyss CE

Portfolio:	Rotting death, decay, corruption, parasites
Titles:	The Darkbringer, the Jawed God, the Rotting God, the Great Dread God
Domain Name:	Rarandreth/Offalmound
Allies:	Kozah, Shar
Foes:	Jannath, Jergal, Selûne, Tyche
Symbol:	An upright male human right hand, fingers outstretched, with an open human female fanged mouth, lips parted as though speaking, set in its palm
Wor. Align.:	LE, NE, CE

Moander (Moe-AN-der) was the god of rot, corruption, and decay. It wasn't known whether Moander was male, female, or utterly beyond gender, and because of this most texts referred to the god by the neutral "it." It was a corrupt isolation of one part of the whole cycle of birth, death, and renewal, an obsessive focus on the descending edge of the circle of life. Moander attracted those who feared decay in themselves or the world around them and hoped to placate Moander to stave it off; it

also attracted the nihilists who saw all of existence as a constant decay toward death.

The Darkbringer was a cruel and petty tyrant who enjoyed tormenting lesser beings and making them destroy that which they held most dear. Moander frequently lied, particularly when such prevarications caused great emotional distress in its victims. The Darkbringer sought to control every aspect of its worshipers' lives, viewing them only as puppets. It sought to corrupt and destroy all who didn't bow down before it.

Moander was most commonly depicted as a huge mass of vaguely humanoid-shaped rotting vegetation and carrion covered in tendrils that ended in fanged maws that babbled in an endless cacophony of a thousand disparate voices chanting the god's name or in swirling gray-and-white eyes that stared blindly. Moander was said to be able inflict disease, rot, and corruption on all it touched and to scour the ground over which it passed of all life, leaving nothing for the earth to renew itself with. It could overrun and consume those that angered it or implant within them a *seed of Moander* that caused them to rot from within while becoming a puppet of the god. It was even said to be able to take control of the minds of those who touched it and to raid their memories for knowledge or work their bodies for short periods of time against their wills.

Manifestations

Moander manifested as the intangible image of a rotting hulk that resembled a giant, floating, disembodied human male head with 20-foot-long, prehensile tendrils as hair, a many-fanged mouth, and two maliciously glittering red eyes. In this form, the god could speak, point and gesture with its tendrils, and establish a mental link with any creature it "touched" with those intangible tendrils—so that it could whisper to them later in their dreams by voice or visions. (The link could be broken by use of a *remove curse* or *cure disease* spell.)

Moander could also manifest in any decaying matter on Toril, growing out of it as a 20-foot-long, vinelike tendril ending in a fanged maw that babbled and bit or in a swirling gray-and-white eye that stared blindly. Such tendrils were AC 0, with 20 hit points, MV 6, and THAC0 7, and capable of inflicting 2d4+4 points of damage with a bite. If the tendril's movements brought it to any decaying matter (leaf mold, which is present on the ground anywhere in a forest, is enough), it could transfer its "base" to that new decaying mass, leapfrogging away from its initial location.

In addition to their normal attacks, such tendrils could also possess immobilized, living creatures by entering a body orifice and running the being like a puppet thereafter. Often a tendril's victims were sleeping, but sometimes they were bound by the Darkbringer's Minions. If a tendril devoured (not possessed) a cumulative total of warm-blooded (mammalian) victims that had more than 77 hit points when alive, it grew a bud that in 1d4 days split into a second, separate vine or tendril that could operate independent of its parent. Tendrils lacking food or decaying matter within reach could go dormant for 1d8 months, but shriveled and died if no sustenance came to them after that time.

Moander was served by a variety of plant creatures and peculiar abominations including algoids, dark trees, gibbering mouthers, shambling mounds, and vegepygmies spawned from russet mold. It sometimes sent black or green dragons to serve as a steed for the Mouth of Moander (the head of its church). The Darkbringer also manifested through a variety of possessed beings including animals, humans, treants, and various monsters, who were recognizable as being sent from or controlled by it by the vines growing from their bodies. The Great Dread God particularly enjoyed corrupting beholders and their kin to serve its will. Those that were slain while resisting possession by the Darkbringer were transformed into rotting death tyrants (undead beholders) upon their demises.

The Church

Clergy:	Specialty priests
Clergy's Align.:	LE, NE, CE
Turn Undead:	SP: No
Cmnd. Undead:	SP: No

Servants of Moander had to undergo a ceremony upon their initiation into the cult in which a *seed of Moander* was absorbed into the initiate. This seed slowly grew throughout the body until the recipient's entire internal structure was composed of rotting plant material. The only outward manifestation was a small flowered tendril emerging from one ear and winding through the hair. At all times the recipient was under the direct mental and physical control of Moander, whenever it so desired, and would always act according to the instructions of Moander and the cult.

Moander's priests tended to be lonely, directionless folk who had found in the god's visions firm direction in life. Once Moander possessed a body directly, the god's control over that being became absolute, but the process of eating them away from within also began. In the case of extremely capable servants, the Darkbringer guaranteed their loyalty by its power to speedily slay them from within if they proved treacherous, but kept them alive for years by granting them spells that inhibited the inner rotting (such as *slow rot).*

All priests were known as Minions of Moander. Senior clergy of a temple were High Minions, and the leader or high priest of a temple was the Master Minion. The supreme Faerûnian priest of the Darkbringer was known as the Mouth of Moander; she was usually a human female priestess. In return for serving it, Moander granted his Mouth youthful, lush beauty whenever she grew restless, and she could then venture into nearby human cities to enjoy satisfying (if fleeting) human companionship. The clergy members of Moander used no other titles, as they were all simply slaves and puppets of the Darkbringer. There was a 1% chance that any high priest of Moander would be transformed into a skuz upon death. Such undead were known as Undying Minions.

Temples of Moander tended to be located on stark hills in wilderness settings or in subterranean complexes in urban settings. Those in wilderness settings were marked by hilltop circles of red, fang-shaped plinths arranged to resemble a bloody, fanged mouth from above and typically contained an altar in the center of the circle. Those temples located in subterranean complexes were often constructed from forgotten sewer tunnels and saw much of the garbage and sewage of the city overhead pass through their halls. The walls of such temples were carved with tiny, intricate, flowing designs resembling tree sculptures grown and shaped by elves, but which depicted horrific images of heroes suffering deadly tortures at the hands of leering humanoids, being torn apart by chaotic beasts, and being fried, frozen, dissolved, and poisoned by dragons,



beholders, and other deadly creatures. Temporary shrines to the Darkbringer were constructed in fetid swamps, verdant jungles, and rank sewers and consisted of massive compost piles meant to house the Abomination.

Dogma: Minions of the Darkbringer were charged to feed Great Moander with fresh corpses of their own making. They were to hew down strong plants and trees to feed It. Moander's priests were charged to keep the lands in which it manifested and held power as warm as possible. When a novice was first initiated into the priesthood and possessed by a seed of *Moander*, the Darkbringer instructed him or her through horrific dreams as follows: "Seek not to question the ways and words of Moander, lest you be stricken by the Eating From Within. Go forth and possess beings of power and influence for me. Slay, and let the rot cover all. Fight against cold with fire and magic. Fear me, and obey."

Day-to-Day Activities: Moander's Minions were a secretive, proud clergy that scoured the land for malformed life (such as mongrelmen and diseased plants and beasts) and brutish, destructive beings (orcs and the like) to feed to Moander. Cultists of Moander strove to spread intelligent vegetable life throughout the Realms, including algoids, shambling mounds, gibbering mouthers, and vegepygmies (russet mold).

Minions of Moander existed to feed the manifestations of the god, whose decaying powers quickly destroyed any body it they animated (always a tangled mass of carrion, dead or diseased plants, and the like). Minions were thus always kept busy building new bodies, leading the old ones to fresh food, or infecting other mortals to become new Minions. In rituals and spell-weavings in secluded wilderness ravines and caves, they built the Great Dread God endless new bodies to possess in its manifestation as the Abomination: triangular pyramids of decaying vegetation, dung, and rotting corpses. Moander animated a "body" as the Abomination in a sacred ritual requiring but a single drop of blood from a living seed that granted the casting priest instant favor and promotion. To begin the ritual, the priest brought one of Moander's living seeds to the new body. Living seeds were sentient mammals or reptiles of high intelligence and good alignment who had been possessed by a *seed of Moander* and who had (at least temporarily) survived the process.

Holy Days/Important Ceremonies: The church of Moander had no calendar-related high holy days except the Balefire. Always held on the first of Hammer, the Balefire celebrated the will of Moander's servants to hold back the cold by building huge bonfires in its honor-fires at which the god always manifested to thank them, to deliver inspirational sermons, and to charge them with missions to further its power during the cold months.

On a daily basis, faithful of Moander had to slay something or gather vegetable matter in the name of the god and render up their gatherings either to build a body for the god or to encourage rot and decay. Each month Moander's Minions had to seek to extend the influence of the god by spreading rumors of its power and by bringing a *seed of Moander* into contact with at least one new being (while whispering Moander's name).

Rituals were simple, and Moander did benefit its priests in one special way: Minions of Moander never caught a disease (including mummy rot and lycanthropy) nor suffered from poisoning no matter what they did. They could eat all manner of rotting food, mold, and the like, and drink water that had been

deliberately poisoned or contaminated by decaying things and take no harm.

Major Centers of Worship: The greatest temple to Moander existed in a secret glen at the headwaters of the Pox River, deep within the southern mountain range known as Moander's Footsteps. These were the mounts believed trod by the feet of the god during eons past. The followers of Moander believed the god set foot here in order to bring the power of an elder race to an end. Poisoning their water and food, Moander caused this race to become extinct.

Moander's temple, the Root of the God, was roughly teardrop shaped and clad externally in a veneer of black ether that absorbed all light in an unholy fashion. No weapon, magical or mundane, could harm the buildings and no lockpick, trap-dispelling, or *knocking* device worked on the doors or windows.

Affiliated Orders: The church of Moander had an affiliated association of wizards who specialized in spells and magical items that caused afflictions, boils, and the weakening of bodies called the Contagion of Moander. The Contagions were specialists in discovering new and virulent diseases to plague the world-mainly their enemies.

Priestly Vestments: Moander's priests wore cowled robes of mottled green and brown trimmed with natural vines, symbolizing Moander's growth from decay, and faceless masks of white with a single eye painted in the forehead and surrounded by teeth. All senior clergy wore copper-hued robes enchanted so as to afford food for a creeping fungus growth that moved slowly and continuously over them; only the Master Minion had a "bare" copper robe. The Master Minion also wore an animal skull draped in black moss or moldering willow boughs. The Mouth of Moander wore a clean white robe bearing the red-embroidered device of an eye surrounded by an open fanged mouth on his or her breast. As puppets of the Darkbringer, all of Moander's Minions sported a flowered tendril emerging from one ear and wrapped throughout their hair.

Adventuring Garb: When adventuring, Minions of Moander dressed practically in the best armor they could find. Most wore as much of their ceremonial garb as possible without drawing attention to themselves. Some enjoyed pretending to be druids and dressed appropriately, wielding scimitars. Others favored nondescript brown and green clothing and wielded cudgels inlaid with shards shaped to resemble fangs. (Sharded cudgels inflict 1d8+2 points of damage against size S and size M creatures, and 1d6+2 points of damage against size L creatures. They are otherwise treated as clubs.) If possible, Minions carried a small colony of russet mold with them in order to seed new areas with the spawn of Moander.

Specialty priests (Darkbringers)

Requirements:	Constitution 13, Wisdom 10
Prime Req. :	Constitution, Wisdom
Alignment:	LE, NE, CE
Weapons:	Any
Armor:	Any
Winds:	Terrestrial, sporadic, wandering
Magical Items:	Same as clerics in the PHB
Req. Profs:	Sharded cudgel (treat as horseman's mace) or scimitar
Bonus Profs:	Herbalism, religion (Faerûnian)

- Darkbringers cast *entangle, locate animals or plants* (when applied to plants), *log of everburning, pass without trace, shillelagh, barkskin, goodberry* (when using the reverse form, *badberry), trip, warp wood, plant growth, slow rot, snare, spike growth, tree, hallucinatory forest, hold plant, plant door, speak with plants, sticks to snakes/snakes to sticks, anti-plant shell, pass plant, liveoak, transport via plants, turn wood, wall of thorns,* and *changestaff* with double the normal area of effect and duration.

- When darkbringers cast *plant growth* either as spell-like power or normal spell, the spell varied from its normal effect. If the first form of *plant growth* was cast by a darkbringer, the normal riotous growth of vegetation resulted, but all affected plants immediately began to rot and die after a tenday unless a successful *dispel magic* spell was cast before the tenday was up. If the second form of *plant growth* was cast and the initial saving throw was successful, any effect of the spell is negated. If the saving throw was failed, all plants within the one-mile-square area became rotten and diseased and died within a month unless a bless spell followed by a successful *dispel magic* spell was cast on part of the one-mile-square area in the interim in the name of blessing the entire area affected. If such a combination of spells was cast, the detrimental effects in the entire area were negated.

- Darkbringers were able to cast *entangle* (as the 1st-level priest spell) or, if the DM allows it, *puffball* (as the 1st-level priest spell described in the *Complete Druid's Handbook)* once per day.

- At 3rd level, darkbringers were able to cast *handfang* (as the 2nd-level priest spell) once per day.

- At 5th level, darkbringers were able to cast *speed rot* (as the 3rd-level priest spell) or *plant growth* (as the above variant of the 3rd-level priest spell) once per day.

- At 9th level, darkbringers were able to cast *rising rot* or *spirit trap of the Darkbringer* (as the 5th-level priest spells) once per day.

- At 11th level, darkbringers were able to cast *roots of the assassin* or *tentacle of withering* (as the 6th-level priest spells) once per day.

Mystryl

Greater Power of Limbo CN

Portfolio:	Magic, spells, the weave, wizards, spellcasters, energy, creativity, knowledge, invention, song, time, spring
Titles:	The Lady of Mysteries, the Muse, the Mother of All Magic, Our Lady of Spells, the Hidden One
Domain Name:	Limbo/Dweomertor
Allies:	Selune, Tyche
Foes:	Kozah, Moander
Symbol:	A single blue-white star
Wor. Align.:	Any

Mystryl (MISS-trihl) was the goddess of magic, spells, creativity, invention, and knowledge. She was said to have taught the first spellcaster of the Realms. All spells of all types were known to her when their creators constructed them, and her bountiful creative spirit was said to imbue all inventors, authors, songwriters, and artists. She was most venerated by wizards and those who used magic or magical items in their daily use. She was the goddess of the essential force that made all spellcasting possible. She provided and tended the Weave, the conduit that enabled mortal spellcasters and magical crafters to safely access the raw force that is magic.

Mystryl was depicted as a beautiful human female with rainbow-colored hair, radiant skin, and burning blue eyes. She wore simple, but elegant, blue-white robes of the finest heavy silk. At other times she was depicted as a vaguely female humanoid form composed entirely of prismatic-hued will-o'-wisps. She had ultimate control over all magic and could shape it to her will, casting as many spells or types of spells as she wished whenever she desired at whatever level of power or in whatever shape she chose. She couldn't be affected by less than the most powerful magics—which reached beyond the Weave to attempt to draw upon her very nature, the stuff of magic itself—unless she desired to be. She could withdraw a being's access to the Weave and prevent it from using spells of any sort, and in an even harsher restriction she could also prevent a being from using any sort of magic whatsoever if she so decreed. These conditions persisted until she removed them. Mystryl could even deny deities access to the Weave, but she couldn't deny other gods the ability to grant their worshipers spells through prayer.

Mystryl was flirtatious and profound, flighty and persistent, light-hearted and deadly serious. Her moods and state-of-mind varied from moment to moment, but she generally tried to do what she thought was right. She seemed too trusting and innocent at times, and tended to overreact when she felt she had been tricked. She distrusted but didn't hate Shar, who had sought to seize control over her for centuries, and she also rebelled occasionally against the good-intentioned suggestions of Selune, who she regarded as smotheringly maternal at times. Kozah and Moander, who seemed always intent on ruining that which she created or inspired, were her mortal enemies.

Other Manifestations

Mystryl's typical manifestation was as a blue-white, pulsing glow on items, beings, or places that the goddess wished to draw attention to, such as a hidden door or item. She also appeared as a single blue-white mote of light that indicated direction, wrote, or unleashed spells.

Mystryl was also known to use agathinons (in natural and magical object forms); devas; maruts; light aasimons; einheriar (former wizards and other prominent users of magic); hope, faith, and courage incarnates; radiant mephits; guardinals of all sorts; hollyphants; gem and metallic dragons (including steel and mercury dragons); pseudodragons; selkies; bluejays; sparrowhawks; white cats, dogs, donkeys, horses, pegasi, unicorns, and mules (all with blue or mismatched eyes); blue and clear gemstones of all sorts; rainbow tourmalines; amarathas; rogue stones; beljurils; and small creatures composed of translucent magical force to demonstrate her approval or disapproval or to send aid to her faithful.

The Church

Clergy	Specialty priests, arcanists, bards
Clergy's Align.:	Any
Turn Undead:	SP: Yes, W No, B: No
Cmnd. Undead:	SP: No, w: No, B: No

Most worshipers of the Lady of Mysteries were human, but all natives of Faerûn who sought to become powerful in magic without benefit of divine aid at least appeased the goddess with sacrifices. (Burning items that had temporarily been enchanted with a spell was the easiest way to do this.) Those who didn't seemed to rise to great heights of knowledge, but their grasp of the Art was forever flawed and their ultimate goals forever beyond their reach.

All wielders of magic and seekers after arcane lore were welcome in the service of Mystryl. The hierarchy of the Mystrylan faith was wide varied, separating into orders concentrating on one form of magical energy or another, though the entire body of the priesthood was small in number, since most archwizards believed they could excel at the Art without any aid but their own. Specialty priests, arcanists, and bards could all be found in its ranks. Though the general rule of the Mystrylan faith was that talent and ability for the job outweighed social rank or legendary feats, high-ranking specialty priests tended to fill the leadership ranks. Only those clergy members who gained their spells directly from a higher power gained their spells directly from the goddess, but all were welcome within the church's hierarchy.

Relations between the various orders and subgroups of the faith were very good. The priests of Mystryl were known as Servants of Mystery. Higher level priests, both those with title and lands and legendary adventuring priests, were called Ladies or Lords of Mystery. Titles within the faith varied from temple to temple and followed no standard form across the whole of the church, though most temples were internally self-consistent.

Mystrylan temples could be structures of almost any size or style, and some shrines were natural caves or special grottoes. Through the grace of the goddess, Mystrylan priests who stood in a place sacred to Mystryl could cast spells for the maximum possible damage, duration, or extent of effect (their choice of which). Such places included all Mystrylan temples and shrines and most private spellcasting chambers.

All priests of Mystryl could cause their own flesh—all of it, or specific areas, such as a hand—to glow at will with a soft, blue-white radiance as a boon from Mystryl. This radiance, known as *weaveglow*, was enough to read by or to allow a priest to clearly see items and surroundings within 5 feet. Most Mystrylans kept this sign of the favor of the goddess secret from nonbelievers. As something mysterious, it was more useful, allowing them, for example, to feign affliction or magical attack. *Weaveglow* was granted to priests after their initiation, which was often a Starflight ceremony.

Dogma: Choice, decision, and knowledge were the hallmarks of Mystryl's faith. Magic was great power, and it brought with it great responsibility. Mystryl's clergy were given the following charge upon aspiring to the faith:

"Love magic for itself, not just as a ready weapon to reshape the Realms to your will. Play with magic and learn how best to wield it, but remember always that magic is an Art, the Gift of the Lady, and that those who can wield it are privileged in the extreme. Conduct yourself with dignity and with forethought while being mindful of this.

"Seek always both to learn new magic and to create new magic, but experimenting to learn to craft something oneself is better than merely buying scrolls or hiring tutors. Exult more in creation than in hurling spells, and ensure that your creations are shared with others and so outlive you. Those serve the Lady best and are most favored in her eyes will serve her beyond death as beings who have become one with magic and live on in it forever."

Day-to-Day Activities: Mystrylan clergy worked hard to preserve all magical lore in secret libraries, private safeholds, well-guarded research laboratories, and small, hidden stashes so that magic flourished in the future. Mystrylans also searched out beings skilled in spell use, seeking to keep watch on the identities, powers, and behavior of individuals likely to become magic-wielders of importance.

All clergy of Mystryl devised their own new magic upon gaining sufficient experience, and they were expected to do so. In this way magical study remained a growing, vibrant thing of wonder.

Holy Days/Important Ceremonies: Worship of Mystryl tended to be a personal thing rather than a series of calendar rituals. For some arcanists whom the goddess counted as devout believers, it never went beyond a whispered prayer of thanks to her with each spell. For Mystryl, that was enough. The goddess gained both delight and strength, however, from beings who did more in reverence to her. Two ceremonies of personal significance stood out: Starflight and Magefire.

Starflight was often used as an initiation when an individual joined the priesthood of Mystryl or a celebration when two worshipers were wed. It was a special ceremonial cooperative magic worked by several priests that empowered one of the faithful to fly so long as stars were visible in the sky. This could make long journeys easy, provide a joyous change of pace, serve as a special means of looking over the land, achieve privacy for important discussions, place one of the faithful a safe distance away from precious things in order to try hurling spectacular spells, or provide a very special beginning for one's marriage.

Magefire was renewal; it was the exciting feeling of great magical power surging through one's body, blazing out as flickering blue fire as it spilled forth, cleansing and renewing. With enough clergy powering it, this cooperative ceremonial magic could heal all sorts of fell conditions. Mystrylans described it as "the most blissful feeling one can know." It was spectacular to watch. The Mystrylan to be affected laid down on the ground and the circle of celebrants poured power into the worshiper—until his or her body, blazing with blue fire, slowly rose to hang in midair above those fueling the ceremony, humming and crackling with the power of the magic surging through it. Magefire often ended in a Starflight ceremony, provided the celebrants intoned the correct incantation.

The Hymn to the Lady was a solemn ritual performed at funerals and magemoots that called up visions of dead arcanists and Mystrylan clergy as a plainsong dirge was intoned by the living clergy present. Mystryl often used these visions to insert her own guiding scenes. A modified Magefire ceremony could be employed at the end of the Hymn to raise the honored dead aloft into a floating pyre on high.

Major Centers of Worship: Only one temple to Mystryl, the Temple of All Mysteries, was allowed on an enclave, and this single mosque was located on the flying city of Ioulaum. The church grew quickly and its membership was soon bursting the walls. In less than a century, the church had to be relocated seven times, and each time, the square footage nearly doubled. The sanctuary of the church sculpted in form to resemble a many-pointed star. On the ground level, seven points of the star stretched across the ground, while eight similar star points rose into the air at differing angles. Clergy members sat in the elevated points while the faithful sat in the ground-level points. Positioned in the center of the star, the head priest preached before Mystryl's altar. Magical spells directed by attending priests caused ethereal music swell and almost sing during high rituals.

Affiliated Orders: A very few arcanist guilds-probably as few as an arcanist has fingers on one hand-were strong allies with the church of Mystryl. They knew magic was controlled and supplemented by her power and grace. These guilds were very careful of whom they allowed to become members, and even then, only those with a love for Mystryl were allowed to control positions of power. They affiliated themselves with the nearest church of Mystryl and aided the clergy in any way they could. Often used as spies for the temple, the guilds reported on magical developments and often procured samples for the church's use and cataloging.

The church also sponsored a small order of rangers and of bards. The rangers, known as the Mystryl's Eyes, received their spells from Mystryl herself. They served as long-range scouts and spies for the church, and also dealt with magical threats that threatened the natural order of things, such as unloosed tanar'ri and baatezu and creatures born of irresponsible wizardly experimentation. The bards, members of the Collegium Mysterium, traveled from place to place gathering and disseminating information and testifying to the glory of Mystryl through song and deed.

Priestly Vestments: The ceremonial garb of Mystrylan priests was simple blue robes that sparkled and glistened mystically of their own accord or displayed flowing rainbows of color. They were accented by a cloak of deep blue in colder climates. Mystrylans went bare-headed, and usually wore their hair long, whether male or female, though either gender frequently caught their hair at the nape of the neck with a hair ornament or tie of some kind. The blue-white star of Mystryl was worn most typically on a ring or as a necklace to serve as a holy symbol. The use of mantles and scepters (those used by the archwizards and other arcanists) was quite common.

Adventuring Garb: In the field, priests of Mystryl wore armor and bore the symbol of Mystryl on their shields or embroidered on their clothes as a display of their faith. If armor was inappropriate, they dressed in the fashion of the region they were in.

Specialty priests (Dweomerkeepers)

Requirements: Intelligence 14, Wisdom 12
Prime Req.: Intelligence, Wisdom
Alignment: NG, LN, N, CN
Weapons: All bludgeoning (wholly Type B) weapons
Armor: Any
Winds: Transcendent, sporadic, predictable, zephyrous, perpetual, buffering, wandering
Magical Items: Same as clerics in the PHB, plus all items normally usable by wizards except scrolls
Req. Profs: Spellcraft
Bonus Profs: Astrology, religion (Faerûnian)

- Dweomerkeepers were granted weaveglow as a boon from Mystryl upon their initiation. Weaveglow allowed dweomerkeepers to cause their own flesh—all of it, or specific areas, such as a hand—to glow at will with a soft, blue-white radiance. This radiance was enough to read by or to allow a dweomerkeeper to clearly see items and surroundings within 5 feet. It could be maintained or dismissed at will.

- Dweomerkeepers received a +2 bonus to their saving throws against any sort of magic and were immune to the effects of sporadic or prevailing winds unless they wished to be affected by them.

- Dweomerkeepers functioned normally in both dead magic and wild magic areas.

- Once per day, dweomerkeepers could *detect magic*. The ability lasted for a turn, and the dweomerkeeper had a 10% chance per level to recognize if a certain type or certain wind of magic was present. The ability functioned otherwise as the 1st-level wizard spell *detect magic*.

- Dweomerkeepers could *read magic* as the 1st-level wizard spell and could also read any unusual magical scripts (such as those of foreign lands or spheres). This did not enable them to cast wizard spells, merely to understand all magical writings. Note that the illusionist script known as Ruathlek had not yet been invented during the time of Netheril.
- At 3rd level, dweomerkeepers gained the ability to cast *Nystul's magical aura* (as the 1st-level wizard spell) once a day. The faithful referred to this ability as *Mystryl's lingering touch*. Dweomerkeepers needed only touch an appropriate object to use this ability.

- At 5th level, dweomerkeepers were able cast *dispel magic* (as the 3rd-level priest spell) once a day.

- At 5th level, dweomerkeepers gained a +1 bonus to their rolls to *dispel magic* when using that spell or their ability to *dispel magic*. This bonus increased by one (+2 total at 10th level, +3 total at 15th level, etc.) for every five levels in experience the dweomerkeeper gains.

- At 7th level, dweomerkeepers could cast priest spells faster than other priests. Their casting time on all priest spells of one round or less was reduced by 3 (for example, a casting time of 7 would be reduced to 4). Spells taking more than one round to cast still required the usual amount of time. Priest spells cast by a dweomerkeeper always had a casting time of at least 1.

- At 9th level, dweomerkeepers were able to *air walk* (as the 5th-level priest spell) or convey the ability to *air walk* to a mount they were riding once a day.

- At 12th level, dweomerkeepers could cast up to any two wizard spells of 1st through 4th level once a day. The number of winds this used up is the same as the number of arcs that an arcanist expended for the same spell.

- At 15th level, dweomerkeepers became immune to the effects of any three specific spells they chose.

- At 20th level, dweomerkeepers gained a 20% magic resistance. This rose by 1% for every level of experience they gained above 20th.

Selûne

Greater Power of Ysgard CG

Portfolio: Moon, moonlight, stars, dreams, purity, beauty, love, marriage, navigation, navigators, tracking, wanderers, seekers, diviners, good and neutral lycanthropes, autumn
Titles: Our Lady of Silver, the Moonmaiden, the Night White Lady, She Who Guides, Elah
Domain Name: Ysgard/Gates of the Moon
Allies: Jannath, Mystryl, Tyche
Foes: Kozah, Moander, Shar, Targus
Symbol: Two darkly beautiful human female eyes surrounded by a circle of seven silver stars
Wor. Align.: LG, NG, CG, LN, N, CN

Selune (Seh-LOON-eh) oversaw connections and relationships, guided herdsmen to good pastures, blessed marriages and sent love into the lives of those who sought it, helped lost ships at sea and those lost in the wilderness, and ensured safe births. She sent visions to those who sought them for good ends and blessed all things that were beautiful for the joy of beauty. To be in her presence was to feel ultimate good, and she was slow to anger and forgiving of many of her worshipers' flaws. However, she was also protective and fierce in the face of evil, especially that embodied by Shar, and used her mystical *moonblades* and the *Wand of the Four Moons* in her eternal struggle against evil. Magic of any sort could streak from her presence as moonbeams, her words banished evil creatures from her presence or from existence, and anyone in her vicinity was said to feel the protection she radiated against the forces of evil and darkness.

She was depicted in religious art as everything from a female face on a lunar disk to a dusky-hued, long-limbed woman with wide, radiant, lime-green eyes and knee-length tresses of ivory-white hair to a ghostly, lithe form with dark hair and eyes and robes of white that trailed moon motes. At other times, she was shown as a fair but matronly woman of middling years whose dark hair was streaked with gray. However she was depicted,

she constantly glowed with a faint blue-white moonlight whenever her surroundings were dark.

Selûne's foe was the evil goddess Shar, and she battled her ceaselessly on many planes of existence, both through mortal worshipers and servitor creatures. The undying enmity between the two goddesses predated the existence of all other Faerûnian deities. The enmity between Shar and Selune carried into their priesthoods, such that open battle often occurred when followers of each faith met.

Selune was a caring and quietly mystical power who had been saddened by events millennia old. While she was normally calm and placid, her war with Shar was fierce, with neither side giving or receiving quarter. She was at times effervescently joyful and active, at others maternal, quiet, and almost poetic, and at yet others warlike and fierce, showing little mercy to her foes.

Selûne was served by the Shards, a group of shining female servitors. The Shards could grow wings or banish them as they desired and had long, flowing blue hair and pearly-white skin. (They were in reality planetars.)

Manifestations

Selûne often manifested as trails of dancing light motes known as "moondust" or "moon motes" that resembled will-o'-wisps. These guided folk who were lost at night or who traveled over treacherous ground; they also appeared to provide her faithful with the light necessary to perform a delicate task. These moon motes sometimes exuded sparkling, glowing drops of pearly liquid—"drops fallen from the moon"—which Selûnite clergy gathered and prized highly, using as an ingredient of power in many helpful potions and healing ointments. She also sent owls, weredragons, certain lycanthropes and shapechanging creatures, and the Shards to aid mortals or to show her favor or presence.

The Church

Clergy:	Specialty priests
Clergy's Align.:	LG, NG, CG
Turn Undead:	SP: Yes
Cmnd. Undead:	SP: No

Selûne was worshipped by a mixed bag of followers: navigators, sailors, women, female spellcasters, diviners, good- and neutral-aligned lycanthropes, those who worked honestly at night, those who sought protection from Shar, the lost, the questing, and those curious about the future. Couples looked to Selûne to bless them with children when they were ready, and women looked to her for courage, strength, and guidance. The demands she placed on her followers were few, and the goddess was reputed to be free with her gifts and boons to mortals.

Selûne's priesthood was as diverse as her worshipers. Reflecting the chaotic and scattered nature of the church of Selûne, its hierarchy was a hodgepodge of specialty priests, informed or blessed lay individuals, and a smattering of good-aligned lycanthropes (both natural and infected). All cooperated in relative—if rollicking—peace under the symbol of Our Lady of Silver. Members of this diverse group all worshipped the goddess in their own styles. Her churches varied as the phases of the moon, from opulent temples to simple shrines, from hermitages and hilltop dancing circles to ornate mansion temples. Most Selûnites tended toward smaller shrines and individual worship, since "Anywhere the full moon shines is the place for Selûne." Selûnites referred to night conditions as being either "moonlight" (the moon was present, though perhaps not immediately visible) or "nightgloom" (the moon was not out or was dark).

Selûnite priests used a wide variety of titles, but novices (not yet full priests) were always known as the Called, and human females tended to dominate the ranks of the more powerful clergy. Typical Selûnite titles (in ascending order) included: Touched, Enstarred, Moonbathed, Silverbrow, Lunar, Initiate, and High Initiate. All of these titles are followed by "Priestess/Priest." Those titles that followed these in rank tended to begin with "Priestess/Priest of the" and end in some form traditional to the individual temple or shrine the priest was affiliated with. Specialty priests of the goddess were known as silverstars.

Dogma: Selûne's ethos seemed to be one of acceptance and tolerance over any other overriding principle. All were to be made welcome in her faith and seen as equal, and fellow Selûnites were to be aided freely, as if they were one's dearest friends. "May Selûne guide your steps in the night, and bring them to the new dawn" was the common blessing of priests of Selûne to the faithful.

Novices were charged with the words of the goddess: "Let all on whom my light falls be welcome if they desire to be so. As the silver moon waxes and wanes, so too does all life. Trust in my radiance, and know that all love alive under my light shall know my blessing. Turn to the moon, and I will be your true guide."

Day-to-Day Activities: Priests of Selûne spent their time wandering Faerûn reaching out to the faithful and to potential worshipers of the moon goddess, since Selûne could be worshipped anywhere on the surface world. They made much small coin by telling fortunes, because folk who tried to read the stars never achieved the same success rate in predictions as did clergy members who could call on Selûne for real guidance.

Members of the Selûnite priesthood also faced lycanthropes fearlessly and thereby won respect among farmers and other members of the common folk. They were also, by the Lady's command, generous with their healing, often charging very little beyond a meal and a warm place to sleep for straightforward healing. Selûne's way thus made the goddess ever more popular and kept her clergy hardy, well-traveled, and in practical touch with the natural world.

The Moonmaiden's clergy were encouraged to be self-reliant, humble, and yet make as much of a success as they could in the world while always remaining as helpful and friendly to the lonely and to decent folk as possible. By this long-sighted policy Selûne allowed her clergy to become happy, fulfilled, important people. Self-reliance and finding one's own, practical path were more important than fussy detail in her faith, and so Selûne was also popular among eccentrics, adventurers, and mavericks of all sorts, including outcasts.

Holy Days/Important Ceremonies: Selûnite clergy embroidered their rituals into quite individual, unique observances. The basics of these were open-air dances and prayers under the moonlight with offerings of milk and wine poured upon a central altar during the nights of every full moon and new moon. These rituals were often called night stalks and during them her priests reaffirmed their closeness to the Night White Lady and communed with her when possible.

The most sacred ritual of Selûne was the Mystery of the Night. The Mystery of the Night was required to be performed at least once a year by every priest. During the Mystery ritual,

Selûnite priests cast certain secret spells and lay before the Moonmaiden's altar, from whence they flew upward and spiraled around the night sky in a trance, seeming to circle the moon, while they spoke personally with Selûne via mental visions. This ritual caused a mortal 1d12 points of damage as it was so draining, but this damage healed normally through rest or the use of healing magic.

When the goddess was pleased, she caused moonlight to bathe the wine or milk poured out on her altar, which transformed it into moonfire: an opalescent, glowing, soft-as-silk, ambulatory fluid mass the consistency of custard. The *moonfire* flowed down from the altar to touch or envelop beings and items. Its touch destroyed undead, enchanted objects to make em magical items for the use of Selûnite clergy, and conferred special powers on creatures. *Moonfire* vanished when Selûne willed and bestowed power as she desired. Those who stole it gained nothing, and there was no known means of forcing it to yield up a specific power. *Moonfire* could also bestow magical powers upon mortal worshipers of Selûne under special circumstances.

Major Centers of Worship: The most revered holy site of Selûne was the temple in the Abbey Mountains called the Abbey of the Moon. Standing atop Selûne Crest, the highest peak in this range, it was destroyed by fire in 533 NY (rumors attribute its destruction to Sharrans or Kozahyn) and never rebuilt. It was 100 years until a vision given to one of the Oracles of the Moon selected the location the next extremely holy site for followers of Selûne. The dream showed the full moon falling to earth and transforming into a beautiful woman who walked along the headwaters of the Gillan River, and a new temple was subsequently built on that site.

Affiliated Orders: One long-standing knightly order of fanatic Selûnites was known as the Swords of the Lady; its members were often referred to colloquially as the Lunatics. They tended to act rapidly in response to threats from Shar and her priesthood, although their behavior was often viewed as bizarre by the public at large. Other, less fanatic knightly orders, included the Silver Path, a group of rangers, and the Guardians of Light, an elite order of paladins.

Priestly Vestments: The ceremonial dress of Selûnite priests consisted of a circlet woven of vines or flowers and white robes either of simplest white or decorated with moonstones and silver embroidery. No shoes were worn at ceremonies. The symbol of office of a high priest was a staff of wood wound about with silver and vines and flowers formed of silver and tipped with a moonstone. The symbol of Selûne was usually carved into a moonstone and incorporated into a piece of jewelry for use as a holy symbol.

Adventuring Garb: In the field, the clergy members of the Selûnite church dressed practically for the task they were undertaking. The tended to dress fashionably, but not gaudily, in day-to-day life. The preferred weapon of the clergy of Selûne was a smooth-headed mace called the moon's hand. The moon's hand had identical statistics to a standard footman's mace, though it gained special combat bonuses in the hands of a specialty priest of Selûne.



Specialty priests (Silverstars)

REQUIREMENTS:	Constitution 12, Wisdom 14
PRIME REQ.:	Constitution, Wisdom
ALIGNMENT:	LG, NG, CG
WEAPONS:	All bludgeoning (wholly Type B) weapons
ARMOR:	Any
WINDS:	Transcendent, sporadic, buffering, wandering
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Direction sense
BONUS PROFS:	Navigation, astrology, religion (Faerûnian)

- Silverstars were *not* immune to lycanthropy; however, if infected by chaotic good lycanthropes (or if they changed alignment to match the infecting lycanthrope, with all attendant experience penalties), then silverstars could control their lycanthropic transformations at will, as a natural (rather than infected) lycanthrope. A silverstar couldn't change alignment to evil and remain a silverstar, though any other alignment change was allowed *in these circumstances* only. Silverstar lycanthropes, through a boon from Selûne, were not specially vulnerable to silver weapons.
- Silverstars received a +3 bonus to direction sense proficiency checks.
- Silverstars were immune to *maze*, the direction-confusing effects of the *guards and wards* spell, and similar spells and spell-like effects that caused them to lose the way or become confused about what direction they were moving.
- Silverstars were gifted with infravision (30-foot range).
- In the hands of a silverstar, a moon's hand (mentioned above under adventuring garb) struck with a +1 bonus to its attack and damage rolls and counted as a +1 magical weapon for the purpose of striking creatures only able to be hit by magical weapons.
- Silverstars were able to cast *protection from evil* (as the 1st-level priest spell) or *starshine* (as the 3rd-level priest spell) once per day. For each three additional levels, a guide gained the ability to cast one of these two spells again that day.
- At 3rd level, silverstars could create a *moonbeam* (as the 5th-level priest spell), *lower water* or *raise water* (as the 4th-level priest spell or its reverse), or *locate object* (as the 3rd-level priest spell) once a day.
- At 5th level, guides had the ability to *locate creature* (as the 4th-level wizard spell) or create a *moonblade* (as the 3rd-level priest spell) once per day.
- At 7th level, silverstars could create a *moon path* (as the 5th-level priest spell), gain *true seeing* (as the 5th-level priest spell), or *abjure* (as the 4th-level priest spell) one extraplanar creature once a day.



- At 10th level, silverstars were able to *find the path* (as the 6th-level priest spell) or *dream* (as the 5th-level wizard spell) once a day.
- At 15th level, silverstars could shoot up to three shooting stars from one of their hands or their eyes per tenday, either simultaneously or one at a time. These glowing missiles with fiery tails each impacted for 12 points of damage and burst in a 10-foot-diameter sphere for 24 points of damage. Any creatures struck took full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius were allowed a saving throw vs. spell to receive only one-half damage. Range was 70 feet, at the end of which the burst occurred unless an object or creature was struck before that.
  The shooting stars followed a straight path. A creature in the path was required to roll a saving throw vs. spell or be hit by the missile. Saving throws suffered a -3 penalty within 20 feet of the silverstar who was shooting, -1 from 21 feet to 40 feet, and no adjustment beyond 40 feet.
- At 15th level, silverstars could utter a *holy word* (as the 7th level priest spell) once a day.
- At 20th level, silverstars were able to cast *restoration* or *regenerate* (as the 7th level priest spells) once a day.

Shar

Greater Power of the Gray Waste NE

Portfolio:	Dark, night, hatred, loss, forgetfulness, sleep, nightmares, illusions, lies, trickery, unrevealed secrets, hiding places, betrayal, treachery, seduction, thieves, thievery, murder, winter
Titles:	Mistress of the Night, the Lady of Loss, Nightsinger, the Unseen Lady, the Dark Traitor, the Shadowy Seductress
Domain Name:	Niflheim/Palace of Loss
Allies:	Jergal, Kozah, Moander, Targus
Foes:	Amaunator, Selûne, Tyche
Symbol:	A glistening purple eye outlined in black with a black pupil or a cowled hunting cloak of unadorned black stretched out flat
Wor. Align.:	Any, but mainly evil

Hatred and loss were the nature of Shar (SHAHR). She was a deeply twisted and perverse being of ineffable evil and endless petty hatred and jealousy. She ruled over pains hidden but not forgotten, bitterness carefully nurtured away from the light and from others, and quiet revenge for any slight, no matter how old. She had dominion over treachery, lies, illusions, thievery, and seduction. In her philosophy, the ends always justified the means. She reveled in the concealed, in that which is hidden, never to be revealed. She could always clearly perceive every being, object, and act performed within darkness.

In temples, representations of the goddess were either a huge female eye of solid purple with a large black pupil or paintings of a beautiful human with purple or black skin and long, raven-black hair wearing a cowled cloak that merges into any shadows and darkness present. She smiled coldly and her large eyes had black pupils and were otherwise solid purple.

Illusions of all sorts were said to be hers to command at a whim. Her singing voice was said to make those who heard it stand lost in hopelessness or willingly do whatever she instructed. Her eyes could spit forth magics that harmed or healed, and her touch could bring brief forgetfulness and solace or total loss of memory. She created darkness with a thought, and always moved in carefully sculpted shadows. Her kiss brought instant death or lifelong servitude to her cause.

Shar was a schemer and manipulator. Her philosophies made Moander and Kozah easy compatriots for her schemes, and Targus was hopelessly smitten by her beauty and thus easily led to whatever action she wished him to take.

She was the mortal enemy of Selûne and battled her ceaselessly. The undying enmity between the two goddesses is older than recorded time, and neither deity would forgive or forget. Shar disliked Amaunator intensely for both the light he brought and his unyielding nature.

Manifestations

Shar manifested as amorphous tendrils of darkness where there should be none. These tendrils swirled and writhed constantly and were surrounded by a purple aura. Such darkness sometimes had a single steadily gazing purple eye at its heart, but even if this orb was absent, beings within the darkness always felt the ceaseless regard of a fell awareness. These tendrils of darkness could touch the faithful and transmit messages from Shar directly to their minds, indicate items of importance or direction, or grant numbness and the ability to ignore pain. The tendrils didn't heal, just allowed the faithful to continue on until they dropped dead of fatigue or accumulated injury (at -10 hit points). Shar also worked through darktentacles, doom tyrants (undead beholders), and mysterious shadow monsters, using them as messengers, guards, and enforcers of her will.

The Church

Clergy:	Specialty priests
Clergy's Align.:	LE, NE, CE
Turn Undead:	SP: No
Cmnd. Undead:	SP: Yes

Shar was worshipped by those who wished to trick or control others through illusions, lies, betrayal, treachery, seduction, or threat of murder; being in control of a situation or being the one pulling everyone else's strings was very important to Sharrans. She was worshipped by blinded, nocturnal, or subterranean-dwelling humans and allied beings and by those who hated light. She was also worshipped by many who favored dark surroundings or who undertook deeds or did business in darkness, such as thieves. She was venerated by those who were bitter or were grieving over a loss and wished to find peace (especially through vengeance) and by individuals who wanted to forget. She was also placated by those who knew their wits had been harmed and wanted to find peace or those who had been mentally harmed and wanted to remember fully or be restored in their minds. Many in Faerûn feared nightfall, the casting of the cloak of Shar, because of the dangers that lurked in its folds.

The church of Shar was largely composed of underground cells, rather than an overt, uniformed body of priests working from temples. As such, its adherents had a covert, widespread, and complex hierarchy wherein every full priest served a direct superior, an overpriest responsible for a large area, and beings (both human and otherwise) who knew the priest's Own Secret (the personal name Shar gave them and the dark deed they performed for her in order to demonstrate their loyalty and win that name). Clergy members reveled in secrecy, and cells of the church were organized around small congregations of worshipers who knew and were led by a single priest. Many priests operated in the same area, and although they may have known of and aided each other, they worked independently. In this way, should one cell of the church fail, the others could still flourish in its absence.

Most Sharran clergy used such titles of address as "Brother Night" or "Sister Night." To superiors, they said "Mother Night" or "Father Night," and lay worshipers addressed them so. Their formal titles included Adept of the Night (a novice), Watcher (the least senior ordained priest), Hand of Shar (a battle-tested priest who led a force of priest-adventurers or oversaw several cells), Darklord/Darklady (a senior priest able to proclaim local policy), Nightseer (the overseer of all faithful in a realm or other large geographical area) and Flame of Darkness (archpriest or personally trusted servant of the goddess). Specialty priests of Shar were called nightbringers.

Shar's hatred of Selûne extended to her clergy and their relationships with the church of Selûne. The two faiths warred con-

tinually, and jihads and assassination plots against Selûnites were common where Shar was strong. One of the reasons the church of Shar remained so small was a byproduct of this endless war. Several holy wars and vendettas led by Sharrans against more powerful forces of Selûnites resulted in many Sharran casualties.

Dogma: Dark Followers (the faithful of Shar) were instructed to reveal secrets only to fellow faithful and to never follow hope or turn to promises of success. They were to quench the light of the moon (the faithful of Selûne and their holdings, deeds, and magic) whenever they found it and hide from it when they couldn't prevail. Above all, the dark was a time to act, not to wait.

Faithful of Shar were not supposed to hope and were therefore forbidden to strive to better their lot in life or to plan ahead except in matters directly overseen by the clergy of the Dark Goddess. Consorting with beings of good alignment who actively served their deities was a sin unless undertaken to take advantage of them in purely business dealings or to corrupt them from their beliefs and into the service of Shar. Devotees of Shar couldn't speak out against clergy of the goddess, nor interrupt their devotional dances for any reason. Lay worshipers were required to prove their faith by obedience to the clergy and by carrying out at least one dark deed ordered by a priest of Shar every year—or bringing at least one being to believe in, and worship, the Dark Goddess.

The lower clergy of Shar obeyed their superiors in all matters, short of following orders that led to their own death-Shar desired to gain followers, not lose them. To win new followers and to keep the faithful truly loyal, the clergy had to see that some of the dark desires of worshipers were fulfilled (such as the elimination of business rivals).

Day-to-Day Activities: The clergy of Shar seemed to pursue practical, local goals designed to further the power of the priesthood and of those who worshipped Shar, rather than to openly oppose other faiths (save that of Selûne). Shar desired to bring all humans under her sway by promoting general lawlessness and strife. In this way, most folk would suffer loss and turn to her for peace—especially through vengeance—and the influence of all other faiths would be lessened.

Specifically, Sharran clergy were enjoined to work covertly to bring down and corrupt all governments, particularly within cities, and to publicize Shar's patronage of avengers so that the desperate and despairing humans of other faiths turned to her to get revenge. Sponsorship of thieving guilds and hedonistic clubs of all sorts was a key part of this assault on order, as was the encouragement of political intrigue everywhere.

Shar's love of secrecy was strong. Her clergy worked toward fulfilling her desire for secrecy by always acting through manipulation and behind-closed-doors intrigue. They also worked through and promoted shadowy cabals and organizations that appealed to human desires to be a part of something elite and important, to keep secrets, and to be involved in the mysterious.



Holy Days/Important Ceremonies: As so many devotees of Shar kept their faith secret (and this secrecy was encouraged by senior clergy), the Sharran faith had no set holy days aside from the Feast of the Moon. To Dark Followers (the faithful of Shar) this holiday was known as the Rising of the Dark. They gathered on it under cover of the more widespread venerations of the dead to witness a blood sacrifice and learn of any plots or aims the clergy wanted them to work toward during the winter ahead.

The most important Sharran ritual of worship was Nightfall, the coming of darkness. Clergy held this ritual every night. It consisted of a brief invocation, a dance, a charge or series of inspiring instructions from the goddess spoken by one of the clergy, and a revel celebrated by eating, drinking, and dancing together. Lay worshipers were required to attend at least one Nightfall (or dance to the goddess themselves) and had to perform—and report to their fellows—at least one small act of wickedness in salute to the Lady every tenday. On moonless nights, Nightfall was known as the Coming of the Lady, and every congregation carried out some significant act of vengeance or wickedness in the Dark Lady's name.

The most important ceremony of the priesthood of Shar was the Kiss of Shar, a horrific night-long revel of slaying and doing dark deeds in the name of the lady that ended with a feast at dawn. Kissmoots were scheduled irregularly, whenever the high priestess of the Reign of Night decreed.

Major Centers of Worship: Sepulcher, located on the northern rim of the Narrow Sea, was chosen by the Sharrans as a perfect place to construct a temple to their goddess. This temple, the Reign of Night, soon became the largest temple in Netheril and was revered as the most holy site of the Sharran faith in Netheril. The high priestess of the Reign of Night was be head of the entire faith, though not all of the faithful knew it.

Affiliated Orders: Clergy of the Sharran faith who had killed one of the clergy of Selûne were rumored to gain access to an honorary order or secret society known as the Dark Justiciars. The Dark Justiciars were rumored to be able to cast he illusion/phantasm spells that nightbringers could cast at heir full skill level, rather than at half their level. Many thieves' guilds also had strong connections to Sharran cells, and such affiliated guilds were used by Sharran cells for particular plots mercilessly.

Priestly Vestments: All Sharran priests either had black hair or dyed or ensorcelled their hair to a black hue. The colors purple and black were used extensively in Shar's church and among her followers. Most Sharran clergy dressed in black cloaks or soft, silent dark garb with purple trim, piping, or accessories during rituals. High ceremonial dress for those of rank or taking a special role in a ritual was a long-sleeved robe of deep purple over a black velvet chemise or black trousers and a black shirt.

Adventuring Garb: Sharran clergy wore practical clothes in the fashion of the land they were in while pursuing day-to-day life. They were fond of jewelry fashioned from obsidian, black onyx, amethyst, and purple jade, but they were not required to wear it. When entering a situation where they might encounter hostilities, they wore armor and took appropriate protective measures.

Specialty priests (Nightbringers)

Requirements:	Strength 14, Wisdom 12
Prime Req.:	Strength, Wisdom
Alignment:	LE, NE, CE
Weapons:	All bludgeoning (wholly Type B) weapons
Armor:	All armor types up to and including chain mail and shield
Winds:	Transcendent, zephyrous, buffering, prevailing or sporadic (pick one at character inception if neutral evil; otherwise match alignment to prevailing [law] or sporadic [chaos])
Magical Items:	Same as clerics
Req. Profs:	Dancing
Bonus Profs:	Blind-fighting, direction sense, religion (Faerûnian)

- All nightbringers could see as well in natural or magical darkness as in light; however, this didn't not give them the heat-sensing abilities of infravision.

- Nightbringers, beginning at 2nd level, could cast spells from the following selection of wizard spells in addition to their priest winds: *audible glamer, change self, phantasmal force, spook, ventriloquism, blindness, blur, fools' gold, hypnotic pattern, improved phantasmal force, mirror image, misdirection, whispering wind, illusionary script, phantom steed, spectral force, wraithform, fear, hallucinatory terrain, illusionary wall, minor creation, phantasmal killer, rainbow pattern, shadow monsters, vacancy, advanced illusion, demi-shadow monsters, dream/nightmare, major creation, seeming, shadow door, shadow magic, demi-shadow magic, eyebite, mirage arcana, mislead, pemnanent illusion, programmed illusion, project image, shades, veil, sequester, shadowcat, shadow walk, simulacrum, screen, weird.* Nightbringers cast these wizard spells as wizards of half their actual level (drop fractions). For example a 5th level nightbringer casts *audible glamer* as a 3rd-level arcanist and could only gain those levels of spells that were available to a 2nd-level arcanist.

- Nightbringers were able to *alter self* (as the 2nd-level wizard spell) once a day.

- At 1st level, nightbringers could create *darkness* once per day (as the reverse of the 1st-level priest spell *light).* For each two additional levels (3rd, 5th, 7th, etc.), the priest gained the ability to create *darkness* again that day.

- At 3rd level, nightbringers were able to cast *blindness* once per day (as the 2nd-level wizard spell).

- At 5th level, nightbringers could create *continual darkness* once per day (as the reverse of the 3rd-level priest spell *continual light).* For each five additional levels, the nightbringer gained the ability to create *continual darkness* again that day.

- At 7th level, nightbringers could cast *forget* (as the 2nd-level wizard spell) once per day.

- At 9th level, nightbringers could cast *nightmare* (as the reversed form of the 5th-level wizard spell *dream)* once per day.
- At 13th level, nightbringers could cast *shadow door* (as the 5th-level wizard spell), eyebite (as the 6th-level wizard spell), or *veil* (as the 6th-level wizard spell) once per day.

- In darkness (even that of their own creation), nightbringers had a +1 bonus to hit, damage, and on saving throws. This was not cumulative with other darkness modifiers, but replaced them unless they were more beneficial to the priest.

- In the light of a full moon, nightbringers suffered a -1 penalty to hit, damage, and on saving throws.

Targus

Greater Power of Limbo CN

PORTFOLIO:	War, skill-at-arms, duels, berserkers, plunder
TITLES:	The Reaver, Master of All Weapons, Lord of War
DOMAIN NAME:	Limbo/Battle Garde
ALLIES:	Shar
FOES:	Moander
SYMBOL:	A five-armed tentacus (a pinwheel of five black, snaky arms spinning counterclockwise, each arm ending in an identical sword)
WOR. ALIGN.:	Any

Targus (TAR-guhs) was the god of war. He was associated more with the rampaging destruction and plundering of war than tactics, strategies, or armies. He was a fierce figure of random and lawless carnage, but his destruction was more mindless than of evil intent. The Reaver was linked with the mad bloodlust that overtook warriors, resulting in horrifying butchery.

In religious art, Targus was depicted as a rugged-looking, scarred, half-naked giant of a man wielding a different weapon in each of five or more hands. He wore a scarlet cloak made of the blood of his foes, and he was often shown recently wading through a blood-red sea-again, the blood of his slain enemies.

Targus was said to personally scorn the use of armor (though he didn't care if his priests wore it) and admired those who gave in to a hearty battle-lust and let themselves be carried away to become one with the essence of battle, the cut and thrust of the fray. Once set upon a path of action, he was difficult to dissuade, especially if it involved violence. He angered quickly, but cooled down from an emotional boil very rapidly also. He was feared for the damage he can do and the uncontrolled nature of his fury. He was the master of all weapons, dealing the most potent damage with any weapon he wielded in his hands and striking unerringly, but he preferred to encounter foes with his mystical scimitars.

Targus was repulsed by the corruption and the lack of purity of purpose in Moander. He was totally in smitten with Shar, who he believed to be the most beautiful and gracious being to have ever existed. He would hear no word spoken against her, even when all logic dictated otherwise. While Selûne considered him an enemy because he sided with Shar in most matters, Targus considered Selûne too beautiful in spirit and self to hate, though Shar worked on him constantly to finally firmly turn against her.



Manifestations

Targus manifested most often as the Blood of the God, a fist-sized mist of glowing crimson droplets of blood that was accompanied by a faint wailing and an intense feeling of danger. These droplets poisoned enemies of the Targan faith or provided healing, protective magics, or a boost in morale and the removal of fear (similar to the effects of *remove fear* and the *prayer* spell) to Targans themselves. He also manifested as the clash of many furiously wielded weapons, and this manifestation was sometimes accompanied by real strikes from unseen weapons upon creatures threatening favored worshipers of Targus or upon worshipers who had behaved against the tenets of the Targan faith. Targus also worked his will through berserkers, both alive and dead, and through inspiring a berserk frenzy in a being.

The Church

CLERGY:	Specialty priests, shamans
CLERGY'S ALIGN.:	CG, N, CN, CE
TURN UNDEAD:	SP: No, Sha: Yes, if good
CMND. UNDEAD:	SP: No, Sha: Yes, if neutral or evil

Targus had shamans among many primitive and isolated tribes. All shamans of Targus received religion (Faerûnian) as a bonus nonweapon proficiency.

Targus attracted to his priesthood skilled fighters, especially those with a reckless streak or who enjoyed a one-on-one duel. He was the god whom warriors turned to when going in to battle; it was his whim that a general hoped had been properly appeased so that an engagement would go his way and not the way of his foe.

The Targan faith wasn't really organized overall. It existed as a number of independent churches with individual hierarchies. Most barracks contained a small shrine to Targus, and all rulers who wished to maintain an organized army were required to build some permanent temple in his name (even if they didn't publicly acknowledge their deed or his existence) or risk constant, grinding defeats on the battlefield, low morale, high desertion rates, and the possibility of betrayal.

Targan clergy members addressed each other as "Bloodbrother" and "Bloodsister," adding "High" as a mark of respect if they were speaking to a priest of four or more levels greater than their own. They eschewed formal titles beyond the rough rankings of Supplicant (novice), Priest/Priestess of the Blood (full priest), Reaver Lord/Lady (senior priests), and Favored (veteran senior clergy of ruling rank). This last title was added to whatever fanciful, self-styled rank the senior priest wished to assume, such as Favored High Reaver Ounadar the Blood-Drenched or Favored Storm of Battles Athaghon Master of Reavers. Most priests, when attached to a military force—such as many were—also carried a rank within that force.

Dogma: Targans believed that peace was for weak fools. War made all who fought strong, and only in head-to-head conflict was honor satisfied. Only cowards avoided battle. Diplomatic solutions were for fools, the soft, and the dishonorable; the only true answer was in battle. Any who struck down a foe from ambush or from behind were to be scorned as the cowards they were. Retreat was never an option, even in the face of a greater foe, for if a warrior's heart was pure in intent and focused on Targus, he would provide the strength to conquer any foe. A warrior's word was his bond, and no one could be trusted more than a shield companion. All honorable warriors were to be given respect, even if they were your enemy; however, even honorable foes are still foes. Battlelust was a gift from Targus; with it the faithful found the focus and the strength to defeat any enemy and refuge from the confusion and pain of the battlefield.

The charge given to novices in the faith of Targus was "Bow down to me, and triumph in arms. Always go armed in readiness for the fray. Do battle at least once a tenday for the greater glory of Targus, but do so honorably, face-to-face. Spread fear of Targus, and the message of his power that brings victory to his believers in every land you enter. At least once a year, challenge and slay a greater foe than yourself for Targus so that you test always the limits of your skill and press it to increase."

Day-to-Day Activities: Most Targan priests were warriors in a militia, army, or guard force, or were raiders who supported their villages, clans, or tribes by seizing booty from others in battle. Many of them led others into battle, and also were responsible for their training and the constant improvement of their unit's tactics, The honor code of battle meant that Targan warriors were extremely loyal to their leaders, but not necessarily to the cause they were fighting for, and followed their orders even when they seemed suicidal. In exchange, Targan officers never betrayed their units, trying to provide them with small luxuries whenever possible, fought with them to the end, and made heroic efforts to protect them in the midst of the fray.

Priests of Targus were charged to keep warfare a thing of honor. They stood in judgment of any warrior who was accused of breaking Targus's roughly defined honor code of battle. Any who were deemed guilty of breaking that code met immediate and bloody justice; when circumstances were unclear, those who insisted upon their innocence were allowed to determine the verdict in battle to the death with their accuser.

Most Targan priests tended toward a short fuse and liked to burn off excess energy in physical activity. If they found themselves bored, they were very likely to start a tavern brawl "just to keep their hands in shape" or go hunting—whether or not they were allowed to hunt a particular type of animal or in a particular place—"to improve their skills."

Holy Days/Important Ceremonies: Targus demanded to be worshipped in two ways: A believer who killed any foe in battle should shout out the power's name over the body of his victim to dedicate the death to Targus as an offering. The second way to worship him was at a stone Blood Altar in one of his shrines or temples. Prayer to Targus at a Blood Altar began with drops of blood being spilled into troughs in the stone altar. Then the devout entreated the Reaver to hear, promised to perform some act of battle valor involving personal combat and risk or skill-at-arms, however small, and then called on the Master of All Weapons for aid, strength, or guidance.

There were no calendar-related Targan religious rituals. Any gathering of seven or more priests could call a Blood Festival. A Blood Festival involved a feast wherein at least some of the food was butchered at or next to the table and subsequently devoured while still bloody (that is, not fully cooked). Initiations of priests to the Full Blood, the ceremony by which novices were made into full priests, were required to take place at a Blood Festival. Initiation into the Full Blood involved dipping the supplicants' hands into fresh blood and then painting their cheeks with the symbol of Targus with blood. The blood used had to be that of one or more monsters (dangerous creatures) slain by the supplicants to be initiated and full priests of Targus with no other assistance.

Major Centers of Worship: The largest temple to Targus was in the flying city of Quagmire. The archwizard ruling the enclave had promoted the worship of Targus among his bodyguard and his army. It was said that the fiercest warriors were from the Quagmire enclave, and most fierce war band of barbarians followed a distant second.

The temple was constructed to look like a huge battle helm with two axe blades imbedded in the roof. The building rose six stories above the level of the street so all could gaze upon its eerie exterior. The first five levels of the building were dedicated to the practice of skill-at-arms. The higher into the building one traveled, the more powerful and more skilled those studying at the temple became. The sixth level housed 66 priests and underpriests who taught and trained followers in the code and faith of Targus.

Affiliated Orders: Most military units had some affiliation, though it could be loose, with the Targan church. A few especially dedicated priests and warriors of the Targan faith belonged to the Brothers of Blood, an order dedicated to crushing the foes of Targus. Its members tended to die young and violently, however, as making constant attacks upon adversaries tended to make anyone's life short and bloody. In addition, an order of rangers who pursued martial excellence, known the Brothers of Steel and Honor, served some Targan military units and had pledged their allegiance to Targus.

Priestly Vestments: Priests of Targus wore the best armor they could obtain, though it was usually extremely battle-worn. Many priests wore red boots and gloves, and they often had embroidery or ruby ornaments on their ceremonial robes in the shapes of teardrops of blood. High priests usually wore scarlet

or crimson over-robes or tabards. Targan clergy members typically had belt buckles or cloak pins fashioned in the shape of the tentacus of Targus or even bore daggerlike belt weapons sporting a hand-surrounding hilt in the shape of a whirlwind of five blades.

Most clergy of Targus carried a tentacus as a symbol of their faith and were skilled in its use as a weapon. A tentacus inflicted 1d4+2 points of slashing and piercing damage to small or man-sized creatures and 1d3 points of slashing and piercing damage to L-sized or larger beings when held or thrown. It had a speed factor of 3, was size S, and weighed 1 lb. It had a range of 1/2/3.

Adventuring Garb: Priests of Targus wore almost the same outfits in the field as they did to ceremonial functions, sporting armor, red boots and gloves, crimson capes, and decorative ornamentation in the shape of the tentacus. They carried a tentacus as their holy symbol.

Specialty priests (Bloodreavers)

Requirements:	Strength 13, Constitution 11, Wisdom 9
Prime Req.:	Strength, Wisdom
Alignment:	CG, N, CN, CE
Weapons:	Any
Armor:	Any
Winds:	Transcendent, sporadic, wandering (also inclement [war sphere from *Tome of Magic]* if the DM is using the BATTLESYSTEM rules)
Magical Items:	Same as clerics
Req. Profs:	Endurance, tentacus
Bonus Profs:	Blind-fighting, charioteering, religion (Faerûnian)

- Bloodreavers were immune to magical commands of less than divine or semidivine power (such as those given by powers, avatars, divine manifestations, greater tanar'ri and baatezu, tanar'ri and baatezu lords or princes, divine proxies or messengers, and like beings). *Taunt, forget, suggestion, domination, geas, demand, succor; command, enthrall, quest, exaction,* and other spells that placed a direct verbal command upon a single individual automatically failed when used upon them.

- Bloodreavers were immune to the effects of a great many magical items that played upon their emotions or loyalties. They were not affected by rods of *beguiling, rods of rulership, rods of splendor, rods of terror, staffs of command, rings of contrariness, rings of delusion, rings of human influence,* or *wands of fear.* However, they saved at a -4 penalty against the effects of *philters of love* (or similar magical effects) or *philters of persuasiveness* used against them.

- Bloodreavers could incite a berserker rage in themselves. The rage lasted for 1 turn. During this time, the bloodreaver had a +2 bonus to attack, damage, and all saving throws and a +1 bonus to initiative rolls. A bloodreaver could use this ability once a day. The berserker rage lasted a full 10 rounds. If the bloodreaver ran out of enemies to fight, he attacked the closest living target in the area (even a friend).

- Bloodreavers received Constitution hit point adjustments to their Hit Dice as if they were warriors.

- At 5th level, bloodreavers had the ability to cast *chaotic combat* (as the 4th-level priest spell) once a day.

- At 7th level, bloodreavers could make three melee attacks every two rounds.

- At 7th level, bloodreavers had the ability to cast *blood mantle* (as the 4th-level priest spell) once a day.

- At 9th level, bloodreavers had the ability to cast *whirlwind of steel* (as the 5th-level priest spell) once a day.

- At 10th level, bloodreavers could cast *magical stone, shillelagh, chant, spiritual hammer, prayer, unearthly choir, flame strike, insect plague, spiritual wrath,* and *holy word/unholy word* at double effectiveness in all respects (attack bonuses, damage, duration, area of effect, range, etc.) and at an additional -2 penalty to their targets' saving throws, when saving throws were allowed.

- At 13th level, bloodreavers could make two melee attacks per round.

- At 15th level, bloodreavers were able to cast *blade barrier* (as the 6th-level priest spell) once a day.

- At 20th level, bloodreavers automatically were under the benefits of a double-strength *prayer* spell whenever they engaged in combat. This condition worked just as if a bloodreaver had cast a *prayer* spell, but it took no time to come into effect nor counted as an action on the part of the bloodreaver. This ability combined with a *chant* spell in the same way as a cast *prayer* spell. This ability didn't work if a bloodreaver's opponent was unaware, helpless, or unarmed.

Tyche

Lesser Power of Arborea N

Portfolio:	Fortune, luck, fate, misfortune, accidents, accountability, adventurers, explorers, traders, trade
Titles:	Lady Fate, Lady Doom, the Lady Who Smiles, Kismet
Domain Name:	O1ympus/O1ympus
Allies:	Jannath, Jergal, Mystryl, Selûne
Foes:	Kozah, Moander, Shar
Symbol:	A shining disk of silver bearing a red five-pointed star on its front and a red triangle on its back
Wor. Align.:	Any

Tyche (TIE-key) was the goddess of fate, luck, victory and fortune. Since she governed both the good and bad things that happened in life, she was praised as well as placated by her worships, many of whom were more afraid of her allowing them to have misfortunes befall them than intent upon coaxing her to bless them with luck. She was seen as a fickle power, easily distracted and restless in her pursuits.

Tyche was depicted as a tall woman with a willowy build, long, lustrous, pale-blonde hair, and a proclivity for clinging gowns in luxurious fabrics. She had deep blue-green eyes flecked with gold and favored the colors purple and silver in her dress. She was said to move constantly and restlessly, but with a graceful sensuousness. She was headstrong and willful, always proclaiming her way to be the best way, and was quick to anger and to calm again. Her voice was said to be as soothing as the purr of a cat when she was pleased and as harsh as a screeching bird when she was angered; it was also said that if she wished, all within miles or only the one being she desired could hear her voice. She was usually playful, but not normally vengeful or malicious; however, she was both when she felt she had been slighted or that someone had done a great wrong.

Her gaze was said to inspire males with lust and to make anyone who met her eyes desire to obey her every whim. Those who refused her advances were said to be cursed with ill luck until they redeemed themselves to her. Her word or gaze could bring misfortune, accidents, an inability to successfully strike enemies, manic behavior, madness, a berserk rage, or great fortune, the inability to miss one's enemies in battle, elation and strength, and great blessings. Attacks directed at her always missed or backfired upon those who attempted them, and events always conspired so as to most favor her actions.

She liked a good joke and was known to play an occasional practical joke on some of the more straight-laced deities. She had romanced several deities in the past, including Jergal and Targus. After boring of Targus, she began toying with the idea of pursuing Amaunator, who seemed a more daunting target because of his aloofness and stuffiness.

She enjoyed merriment and festive occasions and rumors existed that she visited gaming halls, festhalls, and noble parties and festivals. She was always invited and welcomed formally in the opening speeches or ceremonies of formal functions (such as marriages and coronations), contests of sport or martial prowess, and at the naming ceremonies of children. If she was not so invited, she could take offense and wreak endless misfortune upon those involved.

Manifestations

Tyche manifested differently depending on whether she brought good luck or ill luck. When appearing to grant fortune, she often took the form of a silver eagle or a silver Pegasus. She also sent servant creatures to aid mortals in these shapes, as well as those of einheriar, faerie dragons, foo lions, swamnays, and unicorns. When showing her favor for a gambler, she sometimes manifested as a silver glow that was evident only to the gambler and not those around him. When this happened, something favorable would happen in regard to the wager.

When appearing to herald misfortune, she preferred to appear as a 12-foot-tall giant female wreathed in snow-white, swirling hair, with her features twisted into a sneer of madness as she laughed maniacally and her skin a purplish hue brought on by hysteria. At other times, she was merely a grotesque shadow where no shadow should be, accompanied by faint, far-off, maniacal laughter. If she so desired, her cold laughter could have the same effect as a banshee's wail. Even seeing the head manifestation from afar brought down misfortune on all who didn't worship Tyche: For 1d4 days such beings suffered a -6 penalty on all saving throws and ability checks. Tyche could spit spell effects from her mouth when so manifested, but she preferred to work more subtly: When her manifestation was nearby, stout weapons and walls suddenly gave way, freak accidents occurred, and fell coincidences befell!



The Church

Clergy:	Specialty priests
Clergy's Align.:	NG, CG, N, NE, CE
Turn Undead:	SP: Yes
Cmnd. Undead:	SP: No

Tyche was an extremely popular goddess among adventurers, and her faith was on the rise as more and more people pursued that career. Lady Fate was beloved of those who lived or worked in danger, for she rewarded the faithful and others who lived in the manner she deemed proper—daring all and trusting to chance—with her favor: good luck. The Lady's ways could seem fickle to the uninitiated or nonbelievers, for by her very nature the support she gave was uncertain in all particulars. "The joy of the doubt and the danger," also known as the Lady's Joy and the Lady's Way, was that which was most dear to her true followers.

Churches of Tyche had a strong independent streak. Each Tychean temple was its own independent operation with its own clergy, and each temple reflected the tastes of its high priestess or priest. This independent streak augmented the flaws of many of the churches, which tended to have strong internal politics involving more than a little backbiting concealed behind a pleasant day-to-day facade. The lower ranks of the clergy were generally happy, but the higher one rose in temple rank the more embroiled one became in the personal strivings and strife of the temple leaders, all of whom thought their way was the best way.

Both sexes were equal in the eyes of Tyche and her clergy, though in practice human women occupied most of the more exalted ranks of the priesthood and the steadfast efforts of the

male priests tended to be belittled or overlooked. Among the followers of Tyche, titles were used and changed with ease and informality, but "Lord Priest" and "Lady Priestess" were respectful forms of address that applied to all, and "Elder" was added in front of this for clergy senior in years or in demonstrated power.

Dogma: Tyche's faith taught that one should be bold, for to dare was to live. The battle cry of the followers of Tyche was "Fortune favors the bold." Those who had no direction or goals soon encountered ill luck, for those on no set course were at the capricious mercy of misfortune, which was no mercy at all. A brave heart and willingness to take risks beat out a carefully wrought plan nine times out of ten. One had to place oneself in the hands of fate (meaning in the hands of Tyche) and trust to one's own luck, and priests of Tyche were supposed to be showing their good fortune—and acceptance of bad fortune—as a confidence in the Lady and in themselves. Lady Fate bid that each mortal chase his or her own unique goals—so long as they didn't counter the express wishes of herself—and it was in this chase that the Lady aided her followers.

Day-to-Day Activities: The clergy of the Lady went throughout Faerûn urging folk to take chances and pursue their dreams, instead of spending all their days planning and daring nothing. Having offered such counsel, Tychean clergy were duty bound to aid those who had dared with healing spells and other magical aid (sometimes surreptitiously) so as to reinforce the message of the good fortune one can win by trusting in Tyche. However, the clergy of Tyche were not above enjoying acting mysteriously to manipulate simpler folk into serving them in matters both great and small, from providing them with food, luxurious shelter, and companionship, to giving them weapons to wield against their rivals.

Holy Days/Important Ceremonies: Whatever their differences throughout the years, the clergy of Tyche always adhered to rituals of greeting, touching their silver disks (the holy symbols of Tyche) to each other after watchwords of recognition had been exchanged. To unknown persons and beings they knew to be worshipers of Tyche, they would say: "Life is short. Live it as Tyche means it to be lived!" This was answered by: "Dare all, and see victory through the Lady." The watchwords between friends, or when both parties knew each other to be clergy of Tyche, were simpler: "Defy," answered by "Dare much."

Midsummer was the most important festival of Tyche—a wild, night-long revel of reckless, mischievous daring-do and romantic trysts. It was a time for wandering clergy to gather and meet with those of allied faiths and relatives. Many missions and plans were hatched at such times.

Both followers of Tyche and those not of her faith often appeased her to avoid invoking her wrath by offering something valuable to her through holding it in flames until it was at least partially consumed. Tyche's name had to be called out while this was being done, and a prayer of praise and entreaty was made while on one's knees immediately afterward.

Major Centers of Worship: The two most prominent temples to Tyche were at Imbrue and Shade. The priests of the temple at Imbrue dedicated themselves and their church to the love of randomness and chance. The building was a glorious gambling house, featuring tables of card games and spinning wheels with marbles rolled along their edges, though the temple's sanctuary was still a most holy place, free of games of chance. The many people who came to wager at the temple provided its main source of income, though the priests also preached the edicts that Tyche held dear to the faithful in her chapel.

The mosque of Tyche at Shade was a dark, foreboding building with sharp, gothic architecture and dimly lit rooms and corridors. It was a nest of intrigue, and its priests vied with one another for supremacy over their congregation. The citizens of Shade, who constructed the mosque, saw placating Tyche as a way to bribe themselves into good fortune without having to earn their fate through their own daring. This philosophy didn't sit well with most other churches of Tyche, but Tyche herself never struck down the church or its priests as blasphemous.

Affiliated Orders: The church sponsored some adventuring companies, and countless adventuring groups independently dedicated themselves to the Lady after luck smiled on them during a sticky situation. The one knightly order affiliated with the church was the Honor Guard of Fate, a group of rangers who performed information-gathering missions for the church and served as bodyguards to high-level priests traveling in dangerous areas or engaged in dangerous missions for the church.

Honored members of the clergy were inducted into the Society of the Elders of Free Fate, which sponsored an assortment of exploration and trade expeditions and attempted to improve Netherese relations with members of the other sentient races of Faerûn. Relations between several small halfling communities and the Elders were cordial.

Priestly Vestments: Priests of Tyche wore stately robes of different shades of purple, blue-purple, mauve, and lilac, accented and accessorized with silver. The precise cut of the standard clerical dress varied from temple to temple. Personal taste of the matriarch or patriarch of a temple influenced the dress code, as did climate (natural and political) and availability of fine clothing. The common item worn by all priests was the disk of Tyche, usually carried on a small chain.

Adventuring Garb: All adventuring or traveling priests wore whatever garments they chose, though the colors purple and silver were still predominant. High boots also seemed favorite fashion elements. All priests continued to wear Tyche's silver disk next to their skin, usually as a medallion worn around the neck; however, many also wore smaller holy symbols as anklets, bracelets, or at their hips, under their clothing.

Specialty priests (Kismetics)

REQUIREMENTS:	Dexterity 9, Wisdom 12
PRIME REQ.:	Dexterity, Wisdom
ALIGNMENT:	NG, CG, N, CN, NE, CE
WEAPONS:	All bludgeoning (wholly Type B) weapons
ARMOR:	All armor types up to and including plate mail and shield
WINDS:	Transcendent, sporadic, wandering, predictable, buffering
MAGICAL ITEMS:	Same as clerics in the PHB
REQ. PROFS:	None
BONUS PROFS:	Gaming, religion (Faerûnian)

- Once per day, a kismetic could raise or lower one die roll of any type by one (a 19 becomes 20, or a 2 becomes a 1, etc.). The modification occurred immediately after the number was rolled (that is, before any other numbers are rolled or other actions taken). The modified result was considered the true number rolled. The priest using this power glowed a deep purple for one round when calling upon the power.

- At 3rd level, kismetics had the ability to cast *moment* (as the 2nd-level priest spell) or *Tasha's uncontrollable hideous laughter* (as the 2nd-level wizard spell) once a day.
- At 5th level, kismetics had the ability to cast *Tyche's touch* (as the 2nd-level priest spell) once a day.
- At 7th level, kismetics had the ability to cast *feat* (as the 4th-level priest spell), *misfire* (as the 4th-level priest spell), *probability control* (as the 4th-level priest spell), or *lower resistance* (as the 5th-level wizard spell) once a day.

- At 10th level, luckbringers had the ability to cast *misfortune* (as the 5th-level priest spell) or *luckbolt* (as the 6th-level priest spell) once a day.

- At 15th level, kismetics had the ability to automatically succeed at one saving throw that would avert an unfortunate or damaging effect for themselves once a day. They declared the use of this ability rather than roll for the saving throw.

  Alternatively, through the use of this ability, they can obtain a saving throw of 15 for such harmful effects that doesn't normally allow saving throws. Success indicated half damage if the effect generated damage and negation of the effect if it did not; if the effect generated damage and special effects (such as 6d6 points of damage and paralyzation), the damage was halved and the special effects negated. Note that in the main, this allows for saving throws against spells, magical item effects, and spell-like abilities that didn't normally allow saving throws. However, it could also be used to give a kismetic a saving throw vs. the life-draining effect of one successful attack of a life-draining creature. If successful, no life drain occurred.

- At 20th level, luckbringers had the ability to ask Tyche for *divine inspiration* (as the 7th-level priest spell) or create the same effects as a *Mordenkainen's disjunction* (as the 9th-level wizard spell) once a tenday.



Concordance

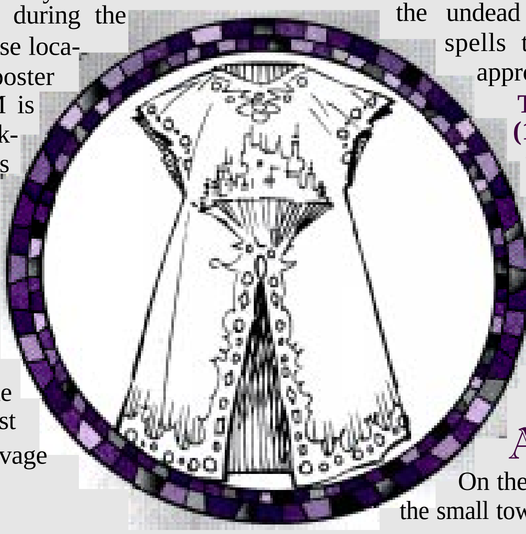
Netheril was a sprawling empire, stretching to fill what is now known as the great desert of Anauroch. Its great floating cities traversed the skies from one end of the kingdom to the other, searching out new riches, powerful spells, or simply warmer weather for the Netheril winters.

Two maps exist for these entries. The first, *Netheril at its Height,* details all of the locations described below with founding dates for the cities, villages, and enclaves. The *Netheril at the Fall* map shows what the kingdom looked like in the year 3520.

Entries

Locations each have the date that they were built as well as details to their activities during the various ages of Netheril. All of these locations are detailed on the *Netheril* poster maps. As with all things, the DM is encouraged to add additional background to bring the various areas of Netheril back to life.

If a location isn't listed, it might be detailed under a different name. Locations for any of the floating cities are only generalities, since the cities moved frequently. Also, keep in mind that the floating cities that went north past the High Ice and west into the Savage Frontier are not listed.



Abbey Mountains

Called the Dragonsheart Mountains before the establishment of the Abbey of the Moon in 12 NY, the mountains were renamed to both honor Selûne and try to put the dragon-infested peaks in a better light. They still remained a dangerous place for the uninitiated to roam, however.

Orcs, goblins, and giants made their home in these mountains throughout Netherese history. Dragons also lived there, but they remained uninvolved in Netherese affairs, reacting only when prodded by foolish adventurers or ambitious Netherese archwizards.

Abbey of the Moon

Established in 12 NY as a temple to Selûne, this abbey attracted devout followers from across Netheril. It served as a retreat as well as a place of learning from its perch atop the highest peak in the Abbey Mountains, Selûne's Crest; it was an icon of peace and restfulness for hundreds of years.

The Nether Age (326-543): As the abbey grew in popularity, more and more written genealogical and religious records were stored there. In 533, however, a forest fire ravaged the nearby mountains, engulfing the religious stronghold in its flames. While many attempts were made to rebuild it, none succeeded.

The Mythallar Era (644-1100): In 988, rumors began circulating that a clutch of apparitions had taken control of the burned-out remnants of the abbey. Adventurers and holy warriors alike attempted to destroy the ghosts, but the undead possessed frighteningly powerful spells that drove off or killed all who approached.

The Silver Age and Beyond (1101+): While a few more adventuring expeditions were sent into the mountains to purge the abbey, none returned. Soon, the Abbey of the Moon became an icon held in fond memory by the Netherese for what it once was, a repository of knowledge and temple to Selûne.

Algid

On the southern coast of the Hidden Lake, the small town of Algid sustained itself by fishing and trading for goods they needed. Approximately 30 people built the town in 1222, during Netheril's Silver Age.

The Golden Age (1652-2653): Algid didn't change much over the course of Netherese history, reaching a peak population of 1,000 in 2356 NY. It remained a sleepy fishing village throughout Netheril's Golden Age.

Age of Discovery (2654-3162): Lady Polaris approached the city in 2712 to see if it wanted to be elevated to enclave status, but the people refused, preferring to keep their feet and their town firmly attached to the ground. Her second choice, Delia, located near the Gods' Legion Mountain Range, accepted her proposal.

The Shadowed Age (3163-3519): After the town's decision to remain earthbound, many of the residents concentrated more on using magic to accomplish their goals. Magical ships powered by *Yturn's levitation* and *Tolodine's gust* of wind spells soon patrolled the waters of Hidden Lake. In 3374, however, the city was destroyed by the phaerimm. The few who survived were taken in by neighboring communities or enclaves.

Allegro River

For those who could stand the frigid weather of the High Ice, the Allegro River had some of the best salmon fishing found in the Netheril region. Unfortunately, about half of the fishermen and survivalists who approached the area never returned due to frostbite, hypothermia, starvation, or bear and remorhaz attacks.

The Alley

This river was named after an orc tactic that utilized the river as a shield to hide the approach of its advancing troops. Called the alley attack, the orcs mobilized a force of orcs that attacked from one direction while the bulk of their forces attacked from the opposite direction.

Annagoth Bay

South and west of the Rengarth Tundra, Annagoth Bay was a great spot to view narwhals and a wonderful fishing spot for salmon right before they began their rigorous trip upstream to spawn. The bay's name stemmed from a popular Netherese arcanist who died in its waters after falling off a boat during his son's wedding in 397 NY. Before that time, the northeastern shores of the Narrow Sea were nameless.

Arctic Rim

Arctic Rim was credited for being the northernmost Netherese city, but only 100 people lived there. Some claimed that it wasn't a real city since it was merely an outpost for the Netheril militia. It was established in 1143 to keep a close watch on the Rengarth Tundra as well as remain alert for any large force of orcs or other goblinkind.

The Silver Age (1101-1651): For the first few hundred years, everyone stationed at Arctic Rim took their responsibility very seriously. They kept in close contact with the dwarves of Ascore and sent out frequent patrols into the tundra and the Cold Forest. The dwarves were likewise happy to have extra eyes watching for unwanted visitors.

During the latter part of this age, however, Arctic Rim became a dumping ground for those with political clout. Angering an archwizard could warrant an "assignment" to the Rim. The same was true for politics within the more-powerful militias of Netheril.

The Golden Age (1662-2663): As more and more archwizards came to power, the population of Arctic Rim climbed to as high as 250. Desertions became common, and many of those who left "Netheril's service" wandered over to nearby Ascore and worked for the magic-distrusting dwarves instead.

Those that remained continued their patrols, but it became more and more apparent that the orcs were elsewhere. While patrols had run into a variety of monsters over the years, the orcs had not made an appearance.

Age of Discovery (2654-3162): As Netheril began discovering more and more wealth on the ground, the desire to station valuable troops so far away from the cities soon dwindled. When Netheril began launching vessels into Realmspace in 2795, Arctic Rim withered and died. While a few die-hards remained, it slowly converted into a fishing village and finally a ruin by the year 2904.

Ascore

Part of the dwarven nation Delzoun, this was a port city and a major trading post between Netheril and Delzoun. The dwarves, with their love of stone and craftsmanship, had huge stone galleys prowling the Narrow Sea. Used both for war and trade, these crafts were nearly indestructible.

At any time in the history of Netheril up to 20 such stone ships could be found docked, with another 30 or so afloat in the sea The dwarves of Ascore also traded with the elven nations of Eaerlann and Cormanthyr.

To the west of this great city, an ancient road led to the cliffs above Ascore. Here, a pair of gigantic stone griffm statues crouched, grimly guarding the dark, yawning entrance to the Delzoun nation.

The Backwash

This small tributary was frozen eight months out of the year, carrying glacial melt down to the Nyanza Lake only during summer.

Barren Mountains

These high mountains were so named because the upper slopes were mostly void of vegetation. This led to numerous rock slides each spring, and travel through the mountain range was generally avoided. The lack of travelers also provided a haven for monsters that sought solitude, especially dragons and some giants.

In 2926, rumors of winged humans flying about the mountain summits circulated. While a few expeditions were mounted to contact this new race, none were successful.

Bandor Village

Established in 1423, Bazor served as a mining community for the nation of Netheril. Its nearby mines produced an abundance of silver and gold that the village traded to the nearby cities of Ascore, Sanctuary, and Vandal Station. From these points, the precious metals crossed the Narrow Sea into other enclaves and cities.

The Golden Age (1662-2328): Life was good in Bandor, but the work was hard and dangerous. While many men and women got fabulously wealthy from the mines, many more died from cave-ins, waking monsters, or even attacks from other miners. In 2328, however, a plague originated in this village, reportedly through contact with a winged humanoid race. The plague snuffed all life in Bandor, spreading out to Vandal Station where it claimed 4,000 more lives before ceasing its deadly march.

Basin Lake

This deep lake was once a lush valley filled with wildlife until an earthquake altered the course of the Hale River and filled the valley in 743 NY. In 745, druids of Jannath began seeding the lake with different varieties of fish. By 750, the clear waters of the lake had attracted many Netherese to the area, and it continued to be a popular locale until it was finally destroyed by the phaerimm's *life drain* spells in 3490.

In 1246, reports of a large creature attacking fishing vessels and other small craft began circulating around the area. Hunting

parties were gathered to hunt down this beast, but it proved too smart to make a target of itself. The monster, nicknamed Diemondar, which translated literally meant “jaws of death,” continued its attacks until it was supposedly slain by the phaerimm’s *life drain* spells in 3457.

Bay of Ascore

The northwestern arm of the Narrow Sea, the Bay of Ascore served as harbor for the dwarven city of Ascore. The waters were cool and deep, teaming with a variety of cold-water creatures. The dwarves’ stone vessels were frequent sights upon the bay, either sitting in port or patrolling the waterway.

After the fall of Netheril the phaerimm’s *magic* and *life draining* magic went into full force. The Narrow Sea dried up at a remarkable pace. Many of the huge stone ships ran aground; dozens of ships were stranded in this fashion, and smaller crafts were used to rescue crews on larger vessels. The crafts were abandoned as the dwarves returned to their subterranean lifestyle.

Blister

Surrounded on all sides by sheer mountains, this military outpost was the perfect strategic stepping stone to the lands south of Netheril. It was impossible to get large numbers of attackers into the city safely due to the hazardous climb necessary to approach, unless magic or flying mounts were used. Even then, Blister had 60 small, 30 medium, and 20 large ballistae.

In case of magical transport, the city was built into the sides of the mountains, and the neighborhoods were interconnected by plank and rope bridges and gates, making safe transport nearly impossible. Such bridges were constantly moved to varying locations and always heavily guarded. Orcs and other ground-based enemies of Netheril made numerous attempts to take over Blister shortly after its creation in 2573.

Age of Discovery (2654-3162): The orcs tired of the sport. By the time they reached Blister’s gates, they were easy prey for the defenders. Instead, they opted for a different strategy.

Since the purpose of the city was to provide access to the lands south of Netheril, the orcs, kobolds and other creatures ignored Blister and concentrated on the troops trying to enter and leave the fortified city. Blister became a base of operations for thousands of skirmishes with orcs, kobolds, goblins, and other enemies.

The Shadowed Age (3163-3519): While the battles against goblinkind continued, Blister was unexpectedly attacked by a force of phaerimm that tested the defenses of the stronghold in 3417. The attack was repelled, but Blister suffered some heavy losses from which it never recovered.

The Fall and Beyond (3520+): With the fall of Netheril, reinforcements failed to arrive. Each man lost fighting the orcs was one less warrior to defend Blister’s walls. During the waning summer months of 3547, kobolds from the Rat’s Tail clan overtook the poorly defended citadel and burned it to the ground once they completed looting. Anauroch eventually claimed whatever the kobolds missed.

Bodensee River

This southern river was a haven for lamprey, who inhabited pools at various spots along the river. They hibernated through the winter, but when spring arrived they were quick to travel to all points of the Bodensee in an effort to find food. They cared little whether their food was human, cattle, or other fish, which tended to limit swimming and bathing activities within its waters.

Bone Hill

In 714, the Netherese militia cleared the small mountain of an orc infestation, but the battle was costly. The troops involved in the combat named the site of the battle Bone Hill after an avalanche revealed the bones of the fallen two summers after the battle.

Buoyance

The floating city of Buoyance was established in 2212 by the archwizard of the same name. The enclave’s tyrannical leader enjoyed the location, and the city rarely moved from its initial site. The archwizard Buoyance also preferred the close proximity of the ground, and the city rarely rose more than 200 feet over the surface.

The city was designed around a series of concentric circles, and towers were a common feature upon its skyline. At the core of these circles lay the private residences of Buoyance himself. Lesser archwizards and schools of magic slowly worked their way outward from the center, and the common populace was relegated to life at the very outer edges of the floating city.

Buoyance was an archwizard who worked in the field of inventive magic, prizing spells that stripped others of their vitality above all others. To that end, he utilized spells such as *Lucke’s contagion, Jarm’s magic jar, Dethed’s trap*, and a retinue of personal spells that no one successfully discovered.

Age of Discovery (2664-3162): Buoyance had his share of enemies, but the archwizards rarely fought each other directly. Instead, they engaged in a series of magical feints as they tried to lure one another into a position where striking by one side would be worth the risks. Buoyance frequently struck the apprentices of his enemies, assuring that once his rival was gone there would be no one left to carry a vendetta.

The archwizard Kartaklys was destroyed by Buoyance as he was preparing to create his own floating city in 2884. Many of the archwizards at the time felt that Buoyance succeeded by successfully casting *Dethed’s trap* while Kartaklys was shearing off a mountain. With no mind to direct the rock, the mountain slid down on the archwizard.

In 3042, Buoyance destroyed the archwizard Lesten in a spellbattle that other enclave leaders talked about until the fall of Netheril. Lightning, fire, and cold magic leaped back and forth between the two archwizards until Lesten was burned to ashes by Buoyance.

The Shadowed Age (3163-3519): While Buoyance was more feared than respected throughout Netheril, the archwizard was careful not to challenge those he wasn’t sure he could overpower. He thus avoided Ioulaum. He made a covert attempt to kill a young Karsus in 3250, but immediately backed off when he realized Karsus’s power.

In 3300, Buoyance’s body finally failed and he followed the path to lichdom. For the next 150 years, he availed himself little into the pressing affairs of Netheril as the other archwizards tried

to deal with the phaerimm. In 3475, he began researching ways that his body-twisting magic could affect the enemies of Netheril.

The Fall (3520): The end came quickly to the city of Buoyance as it plunged into the Netheril River upon Mystryl's death. The towers snapped from their foundations from the impact, but perhaps 150 citizens survived its fall. None were sure what became of Buoyance, but many believed that the lichlord survived the plunge into the waters.

Canlespiere

Originally the 3,000-ogre community of Chanth, Canlespiere came under Netherese control during a bloody battle in 1004 NY. It seemed that the ogres had no intention of departing the area so that the Netherese arcanist Miren could take control of the river town. Their refusal to move from the fertile lands prompted an armed response.

The week-long purging of the ogres from Chanth soon stretched into an ongoing battle that lasted seven years as the Netherese forces sought out various strongholds of ogre resistance. This seven-year purge became known as the Ogres' Stand. While 3,000 ogres lost their lives, the creatures also claimed nearly 2,000 warriors and low-level arcanists in trade.

The Silver Age (1101-1651): The citizens of Canlespiere spent much of this age completing their recovery from the Ogres' Stand and rebuilding the city to Netherese standards. The fields around the city quickly developed into a plentiful bounty that fed the citizens of the floating cities. Canlespiere's population climbed to nearly 1,200.

The Golden Age (1652-2653): In 1804, the ogres of the region tried to exact their revenge on the Netherese for their beating centuries earlier. The ogre chieftain Storm provided an effective strategy to dealing with the human "butchers" of Netheril: He attacked the farms.

As the attacks intensified, Netheril once again committed vast numbers of troops to the area. In 1806, a group of hunters encountered Storm and were nearly slain to a man through the ogre's ingenious tactics and the fact that Storm could cast spells; he was an ogre mage. The two survivors reported what they had seen, and arcanists began mixing with hunting parties to combat magic with magic.

In 1810, the arcanists and Storm met in a fiery confrontation on the northern shores of the Southfill River. There was a great deal of speculation as to whether Storm met his end in the battle, but the ogres never returned to trouble Canlespiere.

The Age of Discovery and Beyond (2654+): With their battles behind them, the citizens of Canlespiere went back to work providing food for many of Netheril's citizens. Horses were raised, trained, and sold on the nearby plains, and fisherman pulled a modest catch from the Southfill. Their population peaked at around 2,000 in 2914 and then began to dwindle off in the 3200s as the phaerimm's *life drain* spells stole the fertility from their land. When Netheril fell, only a few hundred still made Canlespiere their home. By 3600, no one remained in the city and the once-fertile fields slowly turned to sand.

Canton River

Fed by the runoff of the Rampant Peaks, the Canton River was a swift, deep waterway that thundered into Snarefell Lake. It was known for its 12 cascading waterfalls that marked its journey to the lake as well as for its Diamondeye trout.



The Canton River's waters began their descent into the earth during the late 2900s, and by the fall of Netheril, the river was virtually gone.

Cantus

This city attempted to be a trade liaison between the Netherese people and the goblin tribes in the Cold Forest and the Barren Mountains. When the traders of Cantus couldn't get the Netherese interested in goblin goods (which included poorly constructed leather armor, smelly totems and medicine pouches, reptile-skull helms, and sparrow jerky), the goblins sacked the town in 918 NY. The town remained a ghost town until the goblins overtook the ruins 60 years later. During the raze of fledgling Netheril in 1048, the goblins who survived retreated here and had a grand battle with the goblins who already resided in the village. The dwarves of Ascore and Netherese from Sanctuary then moved in and finished off the remnants.

Cede Run

This small river flowed from the Shinantra Mountains into the Hidden Lake. It froze at the very start of the winter season, but thawed quickly in early spring. Although it contained very few fish, the water that ran through it was cool and pure.

High up in the Shinantra Mountains was the heart of the river, known as Cede Pool. Followers of Jannath believed that the pool served as oracle, and many faithful made visits to the pool each summer during the solstice. The oracle revealed the future to those it deemed worthy through cryptic dreams and visions, though many believed it was nothing more than a delusion created by tainted water (even though the rest of the river was untainted).

The Channel Lock

This strange formation was actually a mountain range drowned by the Narrow Sea. The water created a series of islands running through the center the of sea, with shallow waters between them. Large ships were unable to pass through the channel without running aground, which effectively separated the two halves of the sea.

These shallow, chilly waters were home to a variety of freshwater creatures. Pockets of quippers (fresh-water piranhas) frequented the southern areas of the channel, but for some reason they never ventured into the deeper waters of the Narrow Sea.

The northern waters were the home of the amethyst dragon Gembright. This adult dragon first appeared on one of the locks, claiming the land as her own, in 1027 NY. In 3214, something drove Gembright—by then an ancient wyrm—from her island, and she never returned. In the intervening years, a few inquisitive Netherese archwizards made trips to her island to discuss magic, the activities of the other dragons, or just society in general.

Channel Mountains

These mountains effectively cut Netheril's northernmost lands in half. Several mountains were believed unclimbable, and many dare-takers and adventurers did nothing but prove this theory again and again by tumbling from their peaks to a jagged death.

The northern Channel Mountains were home to a community of cloud giants led by the Amanir clan. This spellcasting family led the collection of 40-some cloud giants from 1417 until well after the fall of Netheril. They solidified their relationship with Netheril by trading with the waterborne city of Harborage, and many credited the cloud giants with rescuing that city when Netheril fell in 3520 NY. See the Harborage entry for details.

Cold Forest

Long before this forest appeared, this was land controlled by an ever-moving glacial mass that ruthlessly severed any tree or living thing that tried to bury roots into the ground. As the High Ice gradually faded away into the north, the rich soil provided the base from which the forest could grow and prosper. Of course, the trees of the Cold Forest were home to non-natural creations as well.

Before 1,000 NY, the forest was a haven for orcs and goblins. When they expended themselves against the humans and dwarves of the area, the forest was taken over by more natural creatures; wolves, bears, wolverines, and other animals. Monsters still existed in the Cold Forest, but their presence there was more solitary and they seldom formed into organized groups to surround the nearby towns and villages.

Coldfoot

On a spur of land that dipped into the northern Narrow Sea, this small cape city was bathed in frigid sleet and piercing winds during winter and submerged in brisk swampland during the summer. Mostly inhabited by Rengarth barbarians, the natives of this cold land traded furs, blubber, ivory, and fish to the Netherese in exchange for wood, grains, and other comforts.

Coldfoot was established in 1247. It might have never been created had not the Rengarth tribes noticed that the Netherese were more prone to establish trade with permanent communities. Some winters, Netherese traders missed the nomadic villages established by the Rengarth. With a foothold on the Narrow Sea, the Rengarth were assured consistent trade with the Netherese, dwarves, and other denizens of the area.

The Golden Age (1652-2653): As more and more Netherese cities began hovering in the air, the Rengarth slowly backed away from any ties with Netheril. Instead, they concentrated on trade with the dwarves of Ascore and the humans of the ground-based cities who didn't make such flagrant use of magic.

In 2477, the Rengarth ceased trading with the Angardt barbarians and sought instead to drive these people from their lands for their use of magic.

Age of Discovery (2654-4162): While the Rengarth of Coldfoot became more and more civilized during this time, they continued trading their traditional goods. In 2714, Coldfoot was attacked by marauding orcs. They managed to repel the attack, but the orcs caused a lot of damage to Coldfoot's docks.

The Shadowed Age (3163-3519): As the phaerimm's *life drain* spells stole the vitality from the Narrow Sea, the citizens of Coldfoot saw their trading ability diminish. What was once a sprawling community of more than 2,000 in its prime was reduced to less than 500 by the end of this age. Orc, goblin, and kobold attacks became more and more common.

The Fall and Beyond (3520+): While many of the Rengarth who despised Netheril were grateful for its fall, they all knew that without Netheril, there would be no life upon the sea. Many of the remaining citizens began moving farther west, seeking to avoid both the phaerimm and the increasing orc attacks.

Columns of the Sky

These were some of the tallest mountain peaks of Netheril, stretching thousands of feet into the sky and creating a landmark that could be seen for hundreds of miles in every direction. To the ground-based cities, these mountains were near-impassable gouts of rock that added days to any travel through the area. To the Rengarth, however, the slender peaks were the home of the gods.

Long before Netheril became a nation, the Columns of the Sky were considered a sacred place by the Rengarth barbarians, The Rengarth believed that the gods lived in the columns of stone in great castles and looked out upon their people from the peaks. In fact, some of the Rengarth's aversion to Netheril's floating cities had to do with the belief that the cities blocked the vision of their gods from the Rengarth people.

All throughout Netheril's history, the Rengarth made a practice of executing anyone they found near the peaks, especially if they were found with animal skins or gems taken from "the hearts of their gods." Rumors of ghostly apparitions and divine retribution originating from the Columns of the Sky were commonplace.

Conch

This city was very unpopular among the Rengarth barbarians due to its location. Built in 412 NY at the base of the Columns of the Sky, the city of Conch violated the sacred ground of the area in the eyes of the Rengarth. As such, Conch was the frequent target of attacks by ravaging Rengarth bands.

The Netherese viewed the city as a melting pot of crime and the haven of death. It was a frontier town that served primarily the interests of trappers and miners, a place where only the laws of the strong mattered. The goods produced by the city consisted primarily of wood from the nearby Myconid Forest, a slight surplus of fish from the Conch River, and a scattering of pelts, gems, and minerals.

Unfortunately for the citizens of Conch, the Rengarth made it known to all that the city was cursed. Caravans to and from the city were attacked, its merchants killed and left for the earth to claim. Rengarth raiding parties roamed the southern Myconid Forest, slaying all those they encountered.

The Mythallar Era (544-1100): This was the heyday for the city of Conch, a time before the cities of Netheril began hovering in the air in large numbers. It was also a time of great conflict with the Rengarth, and reports of ghosts who warned the citizens of Conch to leave their city were commonplace. The deaths of travelers and merchants was easily overlooked in the daily hustle and bustle of the town.

The Silver Age (1101-1651): With its boom behind them, the citizens of Conch began to try to make peace with the Rengarth, but to no avail. Countless missions to the Rengarth leaders ended in bloodshed, and by 1500, the leaders of Conch had decided that they would live with the wrath of the barbarians.

The Golden Age (1652-2653): Conch was pretty much lost among the more prominent Netherese cities during Netheril's Golden Age, but it had mysteries of its own to deal with. Miners had uncovered what came to be known as the Cave of Lost Souls, a large chamber in the Columns of the Sky that held a variety of gemstones and other treasures. The Rengarth, of course, considered the miners thieves who were stealing from their gods and a new round of violence began in 1932.

In 1934, the Rengarth eradicated the miners from their claim and collapsed most of the tunnels. New explorers who arrived to open the Cave of Lost Souls back up were never quite successful, suffering from one accident after another. Of course, the Rengarth were behind most of these unfortunate occurrences.

The Shadowed Age (2664-3519): Mid-way through the Shadowed Age, the city of Conch came under attack by the phaerimm. The attack destroyed only the home of the arcanist Tyvern, but the appearance of the phaerimm in 3024 sent shock waves throughout the community.

The Fall and Beyond (3520+): Conch did not escape the effects of Netheril's fall. While at first it served as a refuge for the few who had survived, the city itself was destroyed by an avalanche in 3524. The survivors headed south where they heard other refugees from Netheril had gathered.

Conch River

Called the Sky Path River by the Rengarth barbarians, this mighty river started at the Columns of the Sky and flowed south into the Watercourse, eventually emptying into Heip Lake. The Rengarth considered the waters of the Conch sacred, its flow the lifeblood of the gods that walked in the Columns of the Sky.

Coniferia

Originally started as a woodcutting camp in the 950s Coniferia rapidly grew into a prosperous community that provided wood, furs, and other natural creations that the sprawling Eastern Forest possessed in abundance. Its population doubled every decade, reaching a height of 15,000 in 1270 NY.

The Silver Age (1101-1651): As Coniferia grew and prospered, its surge in population also attracted predators to the area, namely orcs and goblins. Lumberjacks became easy targets for roving bands of these monsters, and the loggers soon organized themselves into groups to better defend themselves.

The Golden Age (1652-2653): These were the boom days for Coniferia as well as for Netheril. Trade with the ever-increasing number of floating cities enabled the logging town to thrive. Cities such as Karsus made periodic visits to Coniferia to more efficiently gather the raw woods needed in the enclave.

In the early 2200s however, Coniferia became the target for an increasing number of troll attacks. These attacks grew in intensity throughout the Golden Age, but the citizens of the logging town, strengthened by the occasional enclave visit, repelled the attacks.

The Age of Discovery (2654-3162): The Trollflame Wars began in 2754 and culminated in a horrific battle between Coniferia and a force of more than 12,000 trolls in 3047. Scorched bodies littered the earth and the city suffered severe damage when the trolls penetrated the outer walls.

The Shadowed Age (3163-3519): While Coniferia withstood the breaching of its walls, it took until 3210 until logging resumed its normal pace. Battles with the surviving trolls were infrequent, but it was obvious to everyone in the area that another confrontation with the trolls was eminent. Adventuring companies were frequently commissioned to search out and destroy troll lairs.

The Fall and Beyond (3520+): Netheril's fall crushed Coniferia's economy, but the mortal blow arrived with a resurgence of the trolls in 3524. Refugees from the overrun city of Monikar provided a warning for the logging town's residents, but there was no support this time from the enclaves, which had all fallen to the ground.

A paladin named Gilomide led the people of Coniferia into battle with the trolls that became known as the Flametongue Excursion, named after the holy sword wielded by Gilomide. The excursion lasted for eight months, during which time Coniferia fell to the trolls and the survivors fought a slow retreat northeast through the Gods Legion Mountains and then south to join up with Netheril's survivor states.

Dagger's Point

Nestled along the shores of the Wolfsberg River, this small community of frontiersman seemed idyllic at first. Majestic sunrises, a shining river, and natural wildlife made Dagger's Point appear a much more hospitable place then it really was, however.

Established in 893, this frontier city served as a haven for those who didn't share the dream of Ioulaum and the advances promised by the *mythallar*. As the floating cities began to fill the air, Dagger's Point became an even greater attraction for the rough-and-tumble rogues of Netheril.

The Silver Age (1101-1651): Dagger's Point was nothing more than a collection of thugs during most of this era, with only the strongest and most ruthless in control. Violence in the streets was a way of life, and children were either thieves or spies for rivals. No one was safe.

In 1572, a powerful arcanist took control of a large chunk of the city. Lashia the Dagger's (NE hf T12/W25) arrival heralded the end of petty street lords. In its stead, she established an enclave of dual- or multi-classed arcanists who were also accomplished thieves. She found many willing students within the city, most of whom were accomplished thieves already.

The Golden Age (1652-2653): In 1670, Lashia executed two of her students for the creation of a *mythallar*. She ordered that the only magical items allowed to exist in Dagger's Point were to be real magical items. Anyone caught with *mythallar*-powered quasimagical items was subject to severe beatings and even death. Throughout the Golden Age, more than 12 *mythallars* were smuggled into the city, but Lashia and her students tracked down each one almost the instant it arrived, putting its owners to death.

Despite Lashia's iron rule, however, the city was a rough place. Assassinations, muggings, and other crimes were common—it was just that all of the profits for illicit activities funneled through Lashia. In 1904, however, Lashia was assassinated by ambitious students that plunged Dagger's Point into a street war that lasted for more than five years.

Dagger's Point then went through a 500-year period of short-lived "rulers" of the city. Most were dual-classed arcanists, but a few crafty rogues managed to hold onto control for a while as well. In 2604, another powerful leader emerged.

Trothas Helgaras (NE hm T16/W31) was a student of Lashia's around the time of her assassination. Kept alive through use of life-extending magic, Trothas kept a low profile throughout the turbulent times, waiting for the perfect opportunity to seize control and killing off adversaries while he waited. Trothas enacted much of the same type of rule that Lashia had started, outlawing *mythallars* and quasimagical items.

Age of Discovery (2654-3162): When news of the rich discoveries elsewhere in Netheril reached Dagger's Point, Trothas began hiring miners to explore the nearby mountains. A slow but steady supply of gold and gems emerged from the Dagger Mountains, but other sites in Netheril were much more profitable.

The Shadowed Age (3163-3519): The floating city of Tanathras, ruled by the archwizard Falious (NG hm W36), decided to make an example of Dagger's Point in 3212. The archwizard planned to establish his city over Dagger's Point as a summer retreat location, but he wanted to clear out the evil that was rampant in the city before doing so.

Unfortunately for Falious, Trothas was prepared for his approach. As Tanathras began its journey to the Dagger's Point, Trothas's "former students" (who were advising Falious as to the best course of action to take to control Dagger's Point) cast a *disintegrate* spell at the city's *mythallar,* plunging Tanathras into the side of the Dagger Mountains. The students escaped via *contingency* magic.

The Fall and Beyond (3520+): Many refugees from Netheril stopped by Dagger's Point for refuge on their way south into what eventually became the survivor states. It was suspected that the phaerimm had some sort of arrangement with Dagger's Point, and city survived until the desert claimed it many years after Netheril's fall.

Dahla River

This normally gentle river flowed softly and slowly from its headwaters in the Shinantra Mountains into the Hidden Lake. It boasted few fish, very few monstrous inhabitants, and generally served as a source for fresh water to travelers.

In 3465, a huge bridge was constructed over the river. Built after the Dahla River flooded in 3456, the Whitewater bridge stood as an immense mockery of the gentle river flowing far below it.

Dahla River City

The pioneers of this small lakeshore and riverfront town uprooted hundreds of trees from the land south of the city's location in 3365 NY and began a heritage of crop planting and small-time ranching. In 3456, the Dahla River overflowed its banks, and almost swept the town into the lake.

The Fall and Beyond (3520+): This small village was totally unaware as to the fate of Netheril until the phaerimm stormed into the village and began slaughtering its residents. As the survivors traveled south, they saw the immense changes in the land wrought by the sham's magic and the *life drain* spells of the phaerimm. Only a handful of residents survived to join with the survivor states farther south, and they owed their survival to a group of adventurers who led them to safety.

Delia

The city of Delia was elevated high above the Shadowtop trees in 2458 by the sorceress known as Lady Polaris. Originally known for its druidic and elven origins, the city was quickly assimilated into the fast-paced life typical of other enclaves. The druids and elves who founded the city and agreed to its elevation soon grew disillusioned and left for more ground-based surroundings.

Originally an island carefully crafted by the druids, Delia was altered once it became an enclave under the control of Lady Polaris. Its treetop-city architecture was soon expanded by more conventional means to support the wide array of magical research and city services that Lady Polaris demanded.

Age of Discovery (2654-3162): Many of Lady Polaris's efforts during this time period were focused on shaping her enclave into something she found pleasing. The city was organized by concentric circles, with the archwizard at its center and the peasants on the outer circles, Laws were ordained and schools of magic established. Toward the end of this age, however, Lady Polaris grew tired with the constant rigors of managing the enclave, leaving the task instead to two of her students. Candlemas and Sysquemalyn took over the reins of Delia, leaving Lady Polaris to her magical research.

The Shadowed Age (3163-3519): The population of Delia surged during this age, but Lady Polaris remained distant from the problems that the city began facing due to its increased population. She was determining the threat of the phaerimm to the Netherese, reporting their machinations directly to Karsus and Ioulaum. Her intimacy with the phaerimm aided Delia for naught, however, as it fell during the End of the End as did the other enclaves.

Dementia Range

These frigid, northern mountains gained a reputation as a warehouse for the "disease" of hypothermia. Many miners, trappers, and adventurers who traversed the peaks fell victim to the intense cold. Their bodies were found by other travelers; those bodies found without clothes were labeled as having fell victim to the dementia of hypothermia.

A handful of gold and platinum mines were discovered by Netherese explorers, but the extreme distance from the remainder of Netherese society made for poor-producing mines. The dwarves of Ascore were rumored to have much better success.

Dienere River

Originally called North Fira River, the river was renamed in 3482 NY when the explorer Dienere Falconholfer was the first man to successfully traverse the river in a kayak.

Doubloon

Originally a ground-based bandit hideout, the city of Doubloon was transplanted onto a flying citadel by the archwizard Tempera of Fenwick in 2214. Tempera was impressed with the bandits' ability to counterfeit gold coins from the various Netherese cities, and she strived to create quasimagical devices to aid the bandits in their counterfeiting operations. Of course, this made the enclave of Doubloon less than popular with the other cities.

By the end of the Golden Age, Doubloon was a rogue city that floated above the surface of the Netheril empire, dodging one searching city after another. Ioulaum sent scouts out to track down the city and bring Tempera to him, but the search parties were never successful in their task.

The Age of Discovery (2654-3162): Doubloon lured some of the best jewelers to its streets, promising them higher profits and better working conditions than they would find in other cities. Soon, some of the finest quality gems found their way to the city streets. From there, they were sold to other jewelers, craftsmen, and wealthy wizards.

The Shadowed Age (3163-3519): As the counterfeiting and gem operations of Doubloon grew, so did the interest in bring Tempera to justice. Karsus nearly trapped the city in 3417, but Doubloon simply disappeared as the two cities closed with one another. It was widely believed that Tempera had discovered a method for rendering the entire city invisible, although many more believed that Karsus banished Doubloon and its inhabitants to some fiendish demiplane that Shadow had discovered. The truth remained unknown even after the fall of Netheril.

Earsome

The orcs of the Hidden Forest always considered the residents of Earsome as fair game during their forays outside the forest's borders. Since its founding as the city of Arisome in 1137, the city served as a target for the over-eager orcs of the forest. Battle after battle waged upon the banks of the nearby Kraal Brook.

In an effort to reduce the orc population, the city adopted a bounty on orc ears; two silver pieces was paid for each pair of orc ears returned to the city. This reward prompted massive attacks against the orcs by numerous adventuring companies. Even brigands, normally content to rob from human caravans, participated in the slaughter of orcs. The huge collection of ears, coupled with their gruesome appearance, earned the city's new name of Earsome.

The Golden Age (1652-2653): As the orcs gradually fell back to deeper sections of the Hidden Forest, the practice of collecting an ear from a slain enemy came into style. With the installation of a *mythallar* in 1723, residents of Earsome displayed their "earie" prizes in clear cases imbued with a *preservation* spell. Ears from a variety of creatures soon found their way into Earsome display cases.

In 2317, one such ear was rumored to have regenerated into a troll. An entire family was killed in the resulting mayhem before the monster could be burned to ashes. A long investigation as to why a troll ear was placed in a display case was begun after hiring an adventuring company to unearth the truth. Their investigation ended in a great battle with some political enemies of the slain family.

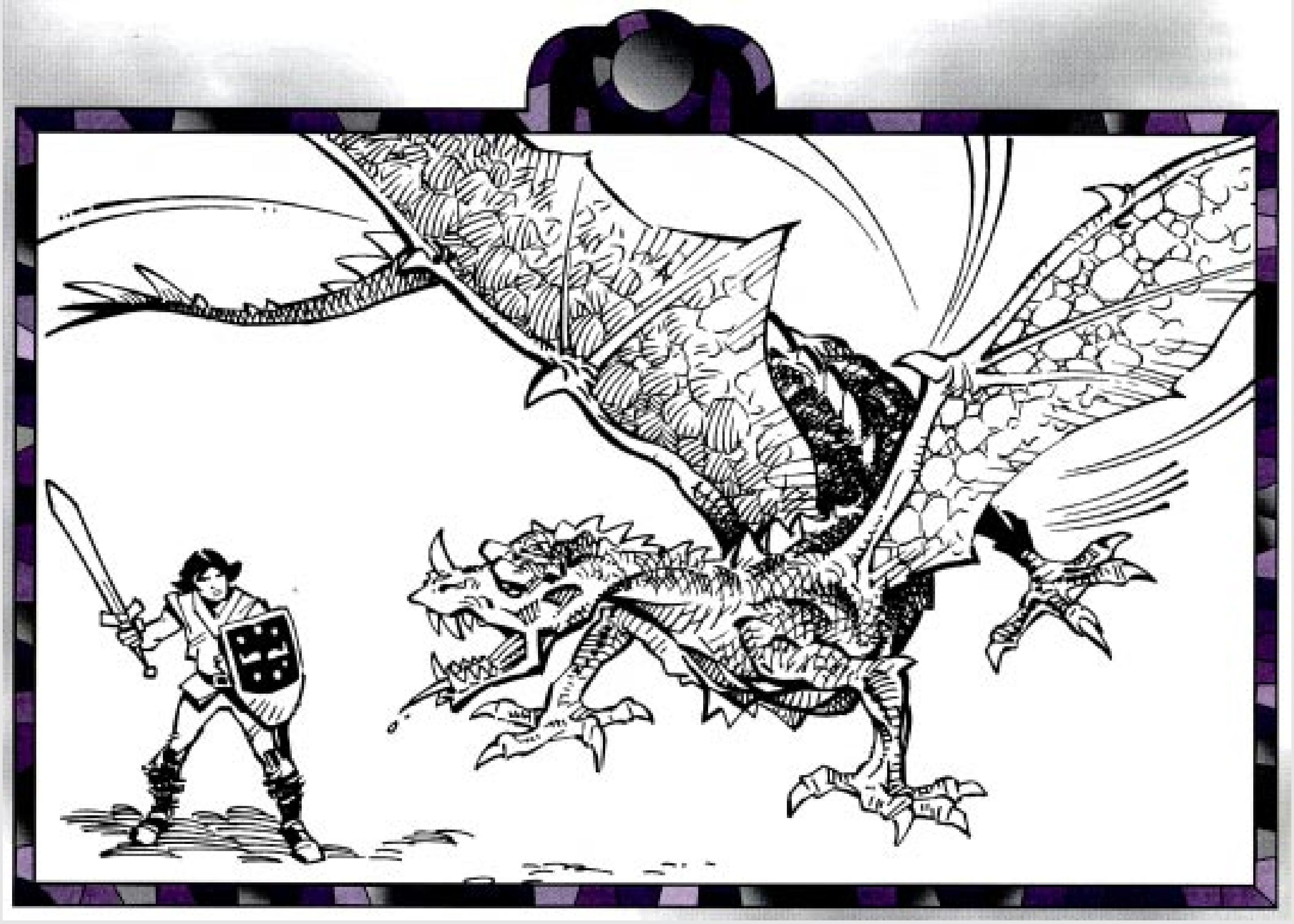
The Age of Discovery (2654-3162): A silver mine caused a brief population boom in 2814, but the vein ran dry by the turn of the century and the residents went back to their fishing, hunting, and trapping lifestyles.

The Shadowed Age (3163-3619): Five major battles took place near Earsome, all with the orcs who were thought to be no longer a threat. In 3170, the Kraal Brook Massacre claimed the lives of 2,000 humans during a religious festival. In 3215, the orcs were attacked by a larger force of humans while within the Hidden Forest; 12,000 orcs and 4,000 human warriors perished.

In 3354, the orc village of Shantraf was burned to the ground by Earsome forces. The humans returned to their city confident that the orc threat had been eliminated. They were wrong.

In 3404, the forces of the Hidden Forest orcs struck the city of Earsome, destroying all outlying farms and villages along the way. The city gates were destroyed along with the city's *mythallar*, and a war raged throughout Earsome as the city burned. Only the arrival of the floating city of Delia saved Earsome from complete destruction.

The Earsome Massacre reduced the city to flaming embers in 3517, with orcs once again attacking *en masse* during the spring. The battle raged on for two months, but there was no savior for Earsome this time.



Eastern Forest

This forest formed the eastern shore of Netheril. The wood was rumored to hold the remnants of the Creator Races as well as its artifacts, but none were ever found. In spite of this, adventurers voyaged into the forest, hoping to find something that would make them rich beyond all rationality.

As the elven nations gradually dwindled in power, this forest also became the home for more and more evil creatures, namely orcs, kobolds, goblins, and a green dragon or two. The ground-based cities that survived the fall of Netheril were mostly destroyed by the creatures pouring forth from this sprawling forest.

Escalade Rill

This fast-moving river was filled with rapids and small waterfalls, and it was considered one of the most deadly waterways in all of Faerûn. No one traversed its length and survived. It was primarily used by explorers, trappers, and desperate adventurers.

A waterborne craft proficiency check was required every mile of its 62-mile length in order to successfully travel from the headwaters to its spillway into the Alley. Failure resulted in anything from running aground, to accidentally going over a waterfall sideways, to the boat being torn apart by jagged rocks.

Esslin River

A derivation of "essen," an Angardt word meaning "to eat," this river was revered as able to feed whole nations due to the abundance of fish within its waters.

Far Horns Forest

The Far Horns were named for their ability to carry sounds great distances. Nestled alongside the Greypeak Mountains, a warrior sounding a horn from those peaks could make his presence known all the way into the Flats. The sound of a battle in the forest carried itself for miles upon the twisting air currents of the Far Horns.

This forest was also known for the orcs that hid within its depths as well. To the north were the Thundercall orcs, famous for always sounding horns before they attacked to instill more fear into their victims. They were pretty much kept on the run when the city of Unity began keeping watch over the forest, however.

The center of the forest was dangerous territory, as the trolls from the Moss swamp made frequent forays into the interior. During the Silver Age, the Greenhaven orcs were annihilated by a huge force of trolls from the Moss. The trolls were retaliating for a series of raids that the orcs christened as their "flaming arrow excursions" into the Moss.

Good and neutral creatures made their home in the Far Horns as well, but they mostly interacted with the elves, remaining mostly neutral in regard to the Netherese presence. Satyrs, a few forest gnome and wood giant clans, and some nymphs all made their home within the borders of the Far Horns.

Fenwick River

This short river was named after one of the seven towns that merged to become the fledgling nation of Netheril. Primarily a runoff from Macht Lake and the Zeig River, Fenwick River served as an irrigation source for the few farmers that chose to work the banks of the small river.

Filibeg River

This river, a tributary of Mill Lake, fed the Marsh of Deception, providing a slow but steady source of water to keep that murky, knee-deep marsh a safe haven for the lizardmen and other creatures that lived within it.

Finick Flow

Even with the weather-controlling magic set up by Netherese archwizards, this gentle flow of water remained frozen over for nine months out of the year. Polar bears and other arctic creatures frequently broke through the ice along the flow for fresh water.

The Flats

The Flats became the Angardt ancestral lands once their dabbling in nonshamanistic magic forced them to flee from the fury of the Rengarth barbarians of the north. They established several roving settlements in the Flats, their only permanent settlement being the holy city of Kismet.

This area was known to be more peaceful than the region inhabited by the Rengarth, but since the Angardt had arcanists, they tended to be more lethal than their Rengarth brethren when they were forced to fight.

Fluvion

In 2654, mining crews digging for ore near the fork of the Zweihaus River and Wont Surge discovered the chardalyn gems, and their discovery provided vast amounts of income to the once-small mining community. Its population surged as enterprising miners came to stake out nearby claims, hoping to unearth some wealth with some *chardalyns* of their own.

Flux River

The quick-moving waters of the Flux River disappeared into a chasm in a series of rocky hills along the Flats, around 40 miles from the city of Wreathe. Near the site of this immense waterfall, some farmers and ranchers built a mill to process grain, saw wood, and remove the lanolin from wool. It was a small operation that was visited only by residents of Wreathe and the occasional Angardt tribesman.

Fria River

Fed by the frigid Glacier Lake, Fria River emptied into the Narrow Sea It was primarily a source for fresh water while on the tundra, and salmon thrived in its waters.

Friedricht Lake

This was another lake created by summer's glacial melt. During the winter, the lake froze with over 10 feet of ice. By midsummer, the cool, windswept whitecaps could be seen again.

Frostypaw

The city of Frostypaw served as the Rengarth port to the Narrow Sea. It was established in the early years of Netheril, around 315 NY. The Rengarth traded in furs, rough clothing, and various goods created from the animals that kept them fed.

Until the Silver Age, when Netherese archwizards fiddled with weather-controlling magic to make the frozen plains around Frostypaw a bit more hospitable, Frostypaw could only be reached via sled dog, ship, or magical transport.

The Golden Age (1652-2653): As more and more cities began reaching for the Netherese skies, trade with the Rengarth dropped considerably, which was just fine with the barbarians, who preferred trade with the dwarves of Ascore anyway. Distrustful of magic, a volley of spears and arrows normally greeted any flying city that dropped too low to the ground near Frostypaw.

Age of Discovery (2654-3162): A cache of pearls and other sea treasures were found a few miles off the coast of Frostypaw, and the Rengarth city saw their trade with Netheril increase a bit—but only to those who used a more traditional approach to dealing with the barbarians. Flying cities were not welcome; individual traders who were not flaunting magic were tolerated.

The Shadowed Age (3163-3519): As the phaerimm's *life drain* magic began tearing apart the land, the cold weather that had been absent for centuries once again returned to the area. Most of the Netherese who had moved to the area to hunt for pearls and other treasures left south for warmer climates.

The Fall and Beyond (3520+): The drying up of the Narrow Sea and the advance of the High Ice drove the barbarians west into the High Forest and the mountains beyond.

Frothwater

A series of small streams converge into the Hungry River, and at this convergence, a small city was constructed in 2714: Frothwater. The city was started by a ranger named Samual Frothwater who led a group of ranchers and homesteaders away from the lethargy, decadence, and strict control of the enclaves and their archwizard leaders. Taxes were fair and just food was plentiful, and the leaders were generally concerned only for the well being of their community.

The Shadowed Age (3163-3519): Frothwater was attacked by the red dragon Embercoat in 3214. Since they shied away from contact with the archwizard enclaves, the city was forced to defend itself from the vicious attacks of the adult dragon. For 20 years, the residents endured the twice-seasonal raids that the dragon inflicted upon them.

In 3234, a party of adventurers finally tracked the dragon back to its lair. Entering the dragon's den, the party fought a valiant battle against the wyrm, but were killed after inflicting severe wounds upon the dragon. Only the party's paladin, Reliaz Justmarch, crawled back to a nearby trail to be found by a passing merchant.

The following spring, the recovered paladin faced Embercoat as it approached for another raid of Frothwater. Seeing one of the creatures that had wounded it so terribly, Embercoat landed and fought the paladin in a vicious battle that claimed both of their lives. The city, however, was saved.

The Fall and Beyond (3520+): Frothwater survived until the sands of Anauroch finally claimed the surrounding farmlands, causing its residents to flee south into the survivor states of Netheril.

Gers River

This short river was named after one of the seven towns that merged to become the fledgling nation of Netheril.

Gillan River

When the Abbey of the Moon was ravaged by fire, it took until 641 NY before another site was found and consecrated. The new location Selûnites chose was the headwaters of the Gillan River. The building was designed in the shape of a waxing crescent moon. Here in the new Abbey of the Moon, Selûnites stored every piece of information about their goddess that could be recalled from their former abbey and took detailed notes of her waning and waxing powers.

Glacier Lake

This lake was formed solely of glacial melt. The lake was kept from freezing by a lava vent under the northeastern section of the lake. From time to time, especially during the winter months, a blast of hot gas would spray water hundreds of feet into the air, causing a shower of sleet and ice pellets as the water froze and fell back to the surface of the glacier.

The vent would sometimes open up holes in the ice that led farther down into the glacier. Some adventurers even reported that other tunnels opened up below those created by the hot volcanic gases: signs of remorhaz activity.

The Glorifier

In reverence to Jannath, this mountain became a monument dedicated to that god. A monastery built in 2298 NY on her slopes became a mecca for her followers within a matter of a few years.

The monastery, a one-story log building that spanned over 12,000 square feet, had a stream that flowed from the northern wall to the southeast corner of the building. The building was constructed around existing plant life, utilizing only dead trees to form the outer walls and roof.

The building followed the contour of the forest floor. Built near the mountain peak, the ground was relatively flat, though parts of it dipped severely, forcing the monks to accommodate the change in grade with stairs. This made it extremely difficult to seal the structure from winter winds, and the monks were kept busy with the monastery's upkeep.

God's Legion

Barbarian folklore told the story of whole mountains uprooting themselves to crush an army of diseased corpses and insidious, tentacled creatures who sought the destruction of the barbarian people gathered beneath its jagged peaks. Both the Rengarth and Angardt revere these mountains as the saviors of their people Throughout their twin histories, particularly brave men and women—especially those lobbying for elite positions of power—made the years-long travel to the mountains in order to get clos er to the gods responsible for their liberation from the undead and illithid forces (an event that occurred long before the formation of Netheril).

The mountains during the time of Netheril harbored no such direct force of the gods, though giants, at least one dragon, and a handful of dwarves and other mountain dwellers lived along its rugged slopes.

Grog

The city was named after the hideous beer that waited patiently among the keg-lined cellars of the town's inns and taverns. The drink, however was popular in the naval community who used it as a rust remover and rite of passage for their guild. The secret to the creation of grog soon spread to port cities throughout Netheril.

Grog was established in 753 NY, but little activity ever occurred in the agricultural town. Farmers continued bringing in their crops for transport to other Netherese cities until the desert began destroying their fields in the late 3400s. By the year 3503, Grog was a ghost town rumored to be haunted by the spirits of men killed while under the influence of grog.

Gustaf River

This river was named after one of the seven towns that became the fledgling nation of Netheril. It was a narrow and slow-moving waterway that stretched into the fields south of the Patricide Mountain before joining up with the larger Netheril River that wound its way along Netheril's eastern border.

Hadely River

This river was spill-off from the northern mountains of the Columns of the Sky that flowed into the Ischlome River farther north. The headwaters of the Hadely were rumored to be the home of the greenhag Temperess, a ruthless creature that con trolled the upper reaches of the river throughout Netheril's Golden Age.

Hairald Cascade

This river caught the rainfall and the spring thaw from the east ern peak of the Rampant Peaks, collecting the water into a cleal pool before a series of waterfalls carried it away farther east into Snarefell Lake.

Hale River

Created by the runoff from the Gods' Legion Mountains, the Hale River ran west into Basin Lake through the city of Opus. It was renowned for its good fishing spots and numerous farms lined its fertile banks during the Silver and Golden Age of Netheril.

Harborage

Created during the Nether Age, the city of Harborage served as a drop-off point for goods that needs to make their way from one side of the Channel Locks to the other. Since the surrounding waters of the island city were too shallow for most ships to pass, cargo was dropped off on one side of the city and then transported to the other where it was reloaded onto vessels bound for distant ports. Harborage thrived as the most important port in all of Netheril.

Mythallar Era (544-1100): With the creation of the *mythallar* by Ioulaum in 845 NY, the city was quick to adapt this magic for their own benefit. A *mythallar* was built in the city by 910, and the city used its power to construct *levitation disks, extradimensional storage lockers,* and other magical constructs to turn Harborage into the most advanced port in all of Netheril. Other cities, of course, challenged that status, but Harborage's important location gave it the appearance of superiority.

The Silver Age (1101-1651): The surge in gold, silver, gems, and other precious cargo likewise saw an increase in the activity in Harborage. The city's population surged well past 20,000 citizens.

Harborage was also the first port to successfully trade with giants; the Amanir clan of cloud giants who lived in the northern Channel Mountains. Trade began in 1417 and continued until the fall of Netheril in 3520.

The Golden Age (1652-2653): As more and more floating cities made their way into Netherese skies, the future for Harborage appeared grim. After all, if the cities could just meet to trade their goods, what use would a ground-locked city be? Fortunately, while some residents of Harborage joined the enclaves, most stayed in the port city and saw their trade grow slightly. There were simply too many different locations seeking trade with Netheril, and the floating cities were far too cumbersome to seek every port.

Age of Discovery (2654-3162): Harborage became a port known for its light warships as well, used to inhibit piracy throughout the center of the Narrow Sea. As gems, jewelry, and other precious cargo became a more common occurrence upon the waves of the sea, piracy increased. In order to protect its trading position, Harborage had to assure that pirates had a reason to fear their port.

The Shadowed Age (3163-3519): As the *life drain* spells of the phaerimm stole the waters from the Narrow Sea, the city of Harborage saw its trade begin to decline for the first time in its history. While still a significant amount of trade existed, the decline of the Narrow Sea spelled doom for Harborage.

The Fall (3520): The continued *life drain* and *magic drain* spells of the phaerimm finally caused a volcanic rift to develop near the city of Harborage, and a volcano was born in less than a day. Clouds of poisonous gas were spewed skyward, and the Narrow Sea boiled and frothed around the port city.

The cloud giants of the Amanir clan proved to be the saviors of the more than 5,000 remaining residents of Harborage. Arriving in a cloud castle, the giants allowed the city's residents to leave before the volcano claimed the city. Virtually everyone left, though a few remained to witness their doom as the volcano consumed the city with a thunderous roar (which just happened to coincide with the timing of Karsus's *avatar* spell).

Hatchet Mountain

The southern peak of the Lodestar mountains carried with it the legend of an explorer known as Mad Dog. Once a renowned fighter, he settled with his wife and started a family before the First Age of Netheril. A terrible evil descended upon his home in the Lodestar Mountains, and his entire family was slain.

Depending on the version of the story that one believed, Mad Dog either killed his own family or witnessed their death at the claws of extraplanar fiends. His spirit was rumored to walk the slopes of Hatchet Mountain, attacking bandits, monsters, and other evils that roved the peak, in an effort to seek peace with himself.

Mad Dog lost his right eye,
but no one seems to know why.
He says he saw the fiends take flight,
high above his house at night.

Into his windows they came,
to set his house and family aflame.
He fought fiend after fiend, and many fell
but their fury he couldn't quell.

His children died as they slept,
'cuz into his nightmares they crept.
Their venom slowly poisoned his mind
until sanity he could no longer find.

He and his hatchet stalked the land and fen,
to punish all bad children and rob the minds of men.

The Angardt barbarians who lived in the eastern sections of the Flats had a reverence for this particular mount and were apprehensive about approaching the region. They claimed to have seen the apparition of Mad Dog on several occasions throughout their history, described as a shimmering silhouette of a one-eyed man in leather armor wielding a hatchet in one hand.

The Hazardous Climb

This lone, jagged mountain was an active volcano up until the year 2854, though it never had a major eruption and seemed content to simply spew out ash and smoke intermittently throughout Netheril's pre-history. In 2855, the smoke stopped, and the former volcano turned into a popular mountaineering spot for both explorers and Rengarth barbarians.

Although its 27,000-foot-high summit was never reached, many climbers finished the second leg of the climb (elevated about 20,000 feet above the plains below). It was a dangerous climb, and many inexperienced climbers fell to their deaths. Not even the famed Dienere Falconholfer, an active explorer who traversed many of the mountains and rivers of Netheril during the close of the Shadowed Age, successfully reached the summit.

Heip Lake

This lake was best known for its bass and trout fishing. All the cities on its coast were able to sustain themselves on their catches, and yet export tons of fish to all points in Netheril and Delzoun.

The northwestern shores of the lake were a known home for kuo-toa, but the fish-men made few forays into human-held lands. Rumors held that they were involved in a bitter rivalry with drow and illithids, but no news of such a conflict was verified.

Hidden Forest

This small forest was named after the lake that resided in its center. A sylvan glade, this timberland was filled with pixies and sylphs. Unfortunately, it also contained a handful of orc clans that fought continually with both the forest's creatures and the residents of Earsome.

Hidden Lake

The cities around Hidden Lake once attempted to make a living exporting cut wood, but a number of conflicts with the pixies and sylphs in the forest made the humans in the five cities think twice of this venture. They only cut the wood they needed to survive, and they spent their time fishing and growing crops in the fields between the forest and the lake.

The southeastern shores of Hidden Lake, composed of a series of caves, were the home of a number of packs of freshwater trolls who occasionally attacked fisherman, adventurers, explorers, and others in the area. They were rooted out a number of times, but the trolls always returned in a few years. Until the fall of Netheril, when they were believed killed by the lack of water, the trolls harassed any creatures that strayed too close to their lairs.

The High Ice

This glacial mass stretched farther north than anyone cared to venture. Even the flying cities with their weather-controlling archwizards didn't venture farther north than the named streams and lakes upon its surface. This was a land of Remorhaz, ice trolls, frost giants, insane humans, and the orcish Icebeast tribes.

The High Tributary

This long river was fed by tributary rivers, gaining strength and size as it emptied into the Nyanza Lake. Like other small rivers along the High Ice, it remained frozen for most of the year.

The Hollow

This valley was surrounded on its northern and southern borders by high cliffs. The first humans of Tori1 lived here, thinking its cliffs would afford some protection from the elements and the wildlife in the area. The ruins of this cave-dwelling civilization could still be seen during the time of Netheril but they were buried under Anauroch's sand when Netheril fell. Nothing of use, however, was ever found.

Holloway

The archeological base camp of Holloway was established in 2714 when a few archwizards decided to fund the search for "rare artifacts from the first humans of Toril." Not wanting to risk losing the opportunity for a discovery, the archwizards quickly spent the money creating the town, fortifying it against attack, and protecting the adventurers sent in to explore the caves of Toril's first humans.

Unfortunately, there was little to be found in the ruins, at least as far as the archwizards were concerned. There was no discovery along the lines of the *nether scrolls*, which was what they were hoping for. Instead, only clay pots, drawings, and spear tips made of stone could be found.

The Shadowed Age (3163-3519): The archwizards responsible for funding the expedition into the Hollows decided they had other interests to pursue in 3222. Many of the adventurers and explorers left, but a handful remained, shielded from the brunt of Netheril's weather and their emerging conflict with the phaerimm. Holloway's battles were limited to engagements with monsters who were disturbed by their poking around in the ruins

The Fall and Beyond (3520+): Holloway was one of the last cities to fall, and most of its survivors joined up with the remnants of Netheril only a short distance south by the year 3589.

Hoyden

This small village of around 250 managed to survive amid the warring orc bands for hundreds of years before the city of Earsome even existed. Established in 473 by elves seeking an end to the squabbling between their three nations, Hoyden enjoyed a peaceful existence with the sylphs and pixies. Each helped the other in dealing with the troublesome orcs of the Hidden Forest; the orcs, in turn, quickly learned to leave Hoyden alone, though infrequent tests of the village's defenses were not unheard of.

The Mythallar Era (544-1100): Hoyden traded very little with those outside its immediate borders, preferring to keep to itself. Wandering adventurers and other small bands of explorers were welcomed, but official "trade" contacts with other neighboring cities were shunned. Instead, the city fished, farmed, and crafted its way into Netheril's history, virtually oblivious (and not interested in any case) to the events unfolding around them.

The Silver Age (1101-1651): The village was one of the first to craft silver weapons, an advanced owed much to the constant threat of orcs and the need to stay one step ahead of them. Hoyden at long last searched out other cities for their silver deposits, but trade with other cities was still quite minimal.

The Golden Age (1652-2653): Hoyden continued with their weapon advancement, and many "loners" that entered the city turned out to be blacksmiths of other towns trying to learn the craft. It mattered little to Hoyden in any case, since none of the towns had much to gain by attacking their village.

Age of Discovery and Beyond (2654+): The small village continued to stay a step or so ahead of other Netherese cities in the creation of weapons, but it likewise continued its disinterested stance toward contact with its neighbors. When the city of Algid was destroyed in 3374, the residents of Hoyden started their migration south and west.

Hungry River

The headwaters of this river began as a countless number of tiny streams that gathered next to Frothwater. Sly smiles from knowing ranchers normally greeted travelers who planned on fishing the waters of the Hungry, for few managed to catch enough fish to sustain themselves. It was as if the fish knew enough to stay away from the plunging spears and dangling hooks that sought to claim them.

Imbrue

A small city on the banks of the Watercourse that was built in 1074, Imbrue was home to farmers, ranchers, fisherman, and those who placed their faith in chance. Unfortunately, most of the time fortune was not so kind to those who depended on the land for their livelihood.

A large temple to Tyche was completed in 1114, and the religious edifice quickly became a draw to other faithful of Tyche who made a pilgrimage to the site. This allowed the city to establish a few streets full of taverns, gambling houses, inns, and more than a few jails. All made a tidy profit.

The temple itself was little more than a huge gambling house during most times, quickly cleaned up to make room for a religious service or two. The House of Tyche touted tables of card games (with cards made of ivory, bone, and other durable—and hard to conceal—materials), roulette, bones, and other games of chance. Gambling was the church's only source of income, since tithing didn't seem to be in-line with the faith of Tyche; there had to be some risk.

The Golden Age and Beyond (1652+): Gambling became such a huge draw to the city that tournaments of chance were established in 2212 that drew hundreds of "chance worshippers" to the House of Tyche. The city's yearly gambling event proved so popular that even the floating city of Ioulaum hovered nearby for a few years (until Ioulaum grew tired of the randomness of the activity and moved on to matters of magical research once again).

The city thrived until the rising desert finally overtook the few poor-yielding fields around the city and claimed the nearby Watercourse River and Heip Lake in the late 3300s.

Ioulaum

This floating city, citadel, and enclave were, in the eyes of some Netherese, the greatest of all the floating cities. It was indisputably the first floating city, established by Ioulaum in 866 NY. It also contained the only mosque to Mystryl that was ever allowed on an enclave. Because of this, the church grew quickly, and its membership was soon bursting the walls. In less than a century, the church was relocated to a larger building seven times. Ioulaum himself was a member, though never an official fellow of the clergy.

The church, in all of its incarnations, was shaped like a star. Seven points of the star stretched across the soil and into the streets, while eight similar star points rose into the air at differing angles. Clergy members lived and worked in the elevated points of the star while churchgoers and members sat in the ground level points to witness the weekly services. Positioned in the center of the star, the head priest preached and magic carolers caused the magic ebbing through the air to sing and almost speak.

The Silver Age (1101-1651): Ioulaum spent much of his time training fledgling arcanists to become full-fledged archwizards. Many of his students went on to produce unique quasimagical items or raise enclaves of their own. The availability of silver, gold, and other precious metals allowed the strength of Ioulaum's original *mythallar* to be made even more powerful, and Ioulaum and other archwizards learned that different metals were better at storing particular kinds of magic.

The Golden Age (1652-2653): The enclave of Ioulaum made frequent trips all across the skies of Netheril, investigating



this or that magical find, visiting other enclaves, aiding students and other friends of the archwizard ruler in establishing their own floating city (and transporting Ioulaum citizens to the new enclave to give it a fighting chance at survival as well as ease population problems on the Ioulaum enclave), or just general movements to lessen the changing seasons. The archwizard Ioulaum became much more reclusive, researching a complex *mythallar* that he later abandoned.

The Shadowed Age (2654-3519): While Ioulaum remained in control of his enclave, he turned the day-to-day control of the city itself over to a variety of archwizards who resided in his enclave. In his extra time, he began researching the strange areas of magic that seemed to emanate from the lands far below the floating cities. Whatever he learned of the phaerimm's *life drain* and *magic drain* spells remained a mystery, however, as he disappeared before revealing whatever knowledge he had gleaned.

The Fall (3520): The enclave of Ioulaum had decided to engage the enclave of Karsus in mock war games when news of Ioulaum's disappearance rocked the enclave. When Karsus cast his *avatar* spell, the city plummeted to the ground, killing virtually all citizens of the enclave.

Ischlome River

Most of this river bled off into the Marsh of Simplicity, but its main course was deep enough for boats with a seven-foot draft to traverse its waters. Its headwaters were high in the peaks of the Channel Mountains, though the Hadely River also contributed to its flow.

Jackal Crick

Too small to be reliably used for irrigation, this small stream fed Basin Lake with the runoff from the Gods' Legion Mountains. Fishing was a useful activity only where the river joined up with the lake.

Janick River

This roaring river originated at Shadowtop Alp, the jutting peak near the enclave of Shadowtop Borough. The river teemed with fish, and treants frequently gathered near its banks to get the crystal-clear water that bubbled within its banks.

Jockteleg

Created by the archwizard Quantoul in 1840, Jockteleg was a center for magical study in the variator arts. Unfortunately for its residents, some of its experiments were more lasting than others.

In 1927 NY, Quantoul began experimenting with the city's *mythallar* in an effort to allow himself and the other arcanists of the city to *polymorph self* themselves at will. What happened instead *was* a mass *polymorph other* effect that forever changed the citizens of Jockteleg. As he completed his modifications to the *mythallar*, all of Jockteleg's citizens were transformed into wood giants (voadkyn).

Terrified for his own sanity (and realizing the danger of staying in the voadkyn form too long), Quantoul attempted to reverse the effects of the polymorphing attempt, but to no avail. Fortunately, however, the knowledge and abilities of Jockteleg's citizens remained intact, a curious side effect of the *mythallar's* magic. Of course, when citizens left the city, they quickly came under the influence of the harmful effects of the spell, namely losing their personality and becoming true voadkyn for all intensive purposes.

The Age of Discovery (2654-3162): Much of this age was spent rebuilding the floating city, as the current dwellings—designed for human-sized inhabitants-could no longer accommodate the new city of giants. Quantoul, using longevity magic, continued to rule the enclave and search for a "cure" to the *mythallar's* effects, but was unsuccessful.

The Shadowed Age (3163-3519): As the remainder of Netheril sought to avoid the giants of Jockteleg, the city itself drew the attention of a variety of giant cultures. In 3217 they were visited by the Deshwind clan of cloud giants who resided in their own cloud fortress. A storm giant delegation likewise visited Jockteleg in 3353.

The Fall (3520): When Netheril's magic failed, the *mythallar* on Jockteleg exploded. Curiously, while some of the citizens died in the explosion, others were teleported to various locales throughout Faerûn. Though their personalities were slowly consumed, rumors existed for many years that Quantoul had survived the destruction of his city and had discovered a way to retain his mind.

Karsus

The enclave of Karsus was established in 3185 by the most famous—infamous—archwizard in Netheril's history. Referred to as *the* Archwizard, Karsus's magical might exceeded that of Ioulaum in many ways, though he lacked Ioulaum's discipline in controlling his magical research and desires.

The Archwizard's sudden rise to power—at the age of 22, he was the youngest archwizard ever—earned him the enmity of many archwizards. His zeal in uncovering magical secrets and outshining the other enclaves did nothing to help heal this rift between Karsus and his peers. Ioulaum was impressed with the young man's abilities but privately concerned with his impatience.

Karsus was also one of the archwizards that lent credence to the groundling's hatred of the floating cities. The Archwizard tended to take what he wanted, worrying about the consequences later. This led to a series of riots on the Karsus enclave toward the end of the Shadowed Age. Karsus's desire to calm the people in the wake of Ioulaum's disappearance caused him to cast his *avatar* spell that brought Netheril down

Like many of the enclaves, the city of Karsus traveled to various hospitable locations based on the season. The High Forest was a popular destination during the summer, while the Far Horns Forest was the city's home during the winter months.

Additional information on the Karsus enclave can be found in the **Karsus Enclave** chapter.

Karsus Overwash

This snaky river traversed through only a small section of the Netheril homelands, but its nickname tended to lend the river more importance than it really had. The river wound its way through several bubbling, gushing waterfalls that were noisy in a distracting sort of way. Groundling travelers named the river after their view of Karsus, whom they considered a pest and irritant (though he was powerful enough that no one felt compelled to point this out to him personally). It eventually became known as the Winding Water.

Kismet

After years of living a nomadic existence upon the Flats, Angardt refugees established the city of Kismet in 2612. They made their living by raising and training horses for Netherese warriors, explorers, and adventurers, As one of the primary suppliers of well-trained horses, most archwizards treated the residents of Kismet with a grudging amount of respect.

Kismet also became a holy site for the Angardt, a place where marriages were conducted, newborns blessed, tribe leaders established, and other important tribal events. During the week of Midsummer, the Flats were nearly vacant of Angardt tribes, since they all congregated around Kismet. The city stood as a citadel to the Angardt tribes until the desert of Anauroch destroyed it after the fall of Netheril.

Kraal Brook

This river consisted mostly of waterfalls and rapids, making it nearly impossible to navigate. In its nearly 20-mile length, the river dropped nearly 20,000 feet, finally merging with the waters of Hidden Lake.

Lachery

Raised to enclave status by Veridon in 3357, the floating city of Lathery used the magic of its *mythallar* to capture fish for export to other cities. Lathery levitated along the shoreline of the Narrow Sea, teleporting fish that swam beneath the enclave into a storage room that was affected by continual *Veridon's storm* spells. By 3400, the Veridon had perfected the magical transport of the city's *mythallar* to be able to send crawfish and lobsters to one large holding tank and regular fish to another.

Unfortunately, the process was not very scientific. The *mythallar* transported certain creatures to one area and all other creatures to another. In 3426, the ancient white dragon known as Wintercloak flew beneath the city and was subsequently teleported inside one of its cold storage chambers. As it tore down the walls to its cell, Veridon and his enclave of arcanists faced the creature in the streets of Lathery. Veridon died at the receiving end of a breath of icy coldness along with nearly a dozen of his arcanists. The survivors, however, killed the beast.

The Fall (3520): Lathery plunged into the icy depths of the Narrow Sea when magic ceased functioning, landing city-first into the sea. When magic began functioning again, the survivors found themselves teleported into the various cold storage chambers within the city, where they froze to death in a matter of seconds.

Lark - Rindle

The forked river known as Lark-Rindle was the focus of the 2974 NY attempt to irrigate the lands around Mill Lake. The land was instead permanently flooded and transformed into a swampland.

Last Ditch River

The existence of this river has never been proven. The famed explorer Dienere Falconholfer attempted to locate the easternmost headwaters of Nyanza Lake in 3543, but currents and ice floes battled him the whole way. In a diary found 30 years later, he claimed to have seen the river with a southbound estuary and later, a northbound tributary. Dienere Falconholfer was believed to have died during his exploration of the river, but his body was never found.

Lodestar Mountains

The Lodestar Mountains were a rich source of platinum, copper, brass, steel, and mercuric ore up to 3456 NY. Thereafter, the mines were abandoned and monsters took them over. These mountains were a thorn in the sides of the survivor states who often sent expeditions of warriors and wizards into the hills to exterminate the beasts, but few of the raiding humans ever returned. The survivor states were never able to rid the mountains of the infestation.

Lough River

This wide river spanned the distance between the Narrow Sea and Friedricht Lake. At times, the river was nearly three miles across, making it the widest river in Netheril. Due to the sheer size of the flow, the river was very slow moving, making it a perfectly navigable course.

Macht Lake

When Netheril first hit its magical peak in 1964 NY, this lake was named after the Rengarth word for "power" or "might." Despite the fertile land around the lake, however, no villages or outposts placed there survived very long due to the merrow population. The aquatic ogres proved ruthless in their dealing with any creatures they came across; orc, human, or otherwise.

Marsh of Amnesty

The land to the west of Basin Lake was so low that much of the land was partially underwater, creating the perfect environment for reeds and eels. Many sages believed Basin Lake actually extended into this area, but silt and sediment filled the region, allowing marshlike plants, moss, and animals to turn it into their home.

During Netheril's Golden Age, hundreds of mongrelmen fled into the swamp seeking safety from the Angardt, who were hunting them for sport. The mongrelmen survived for a few generations in the murky wastes of the swamp, but they were a rare sight by the start of the Shadowed Age.

Marsh of Deception

In 2988 NY, this marsh was created—completely by accident. Originally designed to be an extensive irrigation system to "feed the world" in 2974, the city of Specie hoped to be able to use the relatively arid land around Mill Lake to grow more crops.

All was not lost, however, as the adult black dragon Acridtooth took up residence in the swamp in 3023. A sage among dragons, Acridtooth didn't destroy all who entered his domain, though he did demand a sacrifice of treasure of any who wished to speak with him. A false word spoken by the visitor usually spelled death for the outsider, but Acridtooth normally kept his word when dealing with outsiders (which was unusual among his kind).

Marsh of Simplicity

One of the most dangerous swamps of Netheril, the Marsh of Simplicity was home to a tribe of lizardmen that lived in the area from the mid 1150s until the swamp dried up from the convergence of Anauroch. The lizardmen were ruled by an entire succession of powerful lizard kings that kept them at odds with nearby villages and Rengarth tribes.

A particularly long-lived shaman took control of the lizard men during the latter part of the 2400s. Known as Gr'Zhad, the shaman directed frequent forays against the village of Zenith, raiding for food and other Neth supplies. Despite numerous expeditions by adventuring companies, explorers, and militia, Gr'Zhad evaded all attempts at removal

Many in Netheril believed that Gr'Zhad was actually Ioulaum, acting in a way that showed the groundling cities how much they needed the protection of the archwizards. Ioulaum denied such accusations, of course, and no one could ever prove otherwise.

Meiter River

This river connected Portolake to the Bay of Ascore in the northwestern reaches of the Narrow Sea The rough tundra to either side of the river was a haven for packs of winter wolves.

Mere River

The mere river was a waterway during but a few weeks out of the year, when the sun raised the temperature on top of the High Ice above freezing. It was probably one of the more dangerous flows atop the glacier, however, for the ice that covered its surface was quite thin and it never quite froze.

Mill Lake

Mill Lake was the source of water for Specie's failed irrigation project that turned the neighboring land into the Marsh of Deception in 2988 NY. Never a good fishing spot anyway, the swampwaters that quickly surrounded the lake killed many of the fish that remained.

Moander's Footstep

These mountains were believed to be the raised lips of a footprint of the god Moander. The peaks contained the headwaters of the Pox River, credited with killing off a whole civilization of humans known as the Apothecs. These mountains were largely viewed as a source of evil and death by the people of Netheril.

The largest and most influential temple to Moander was built in a secret glen at the headwaters of The Pox, deep within the southern section of Moander's Footsteps, during the spring of 1173 NY. These were the mounts that suffered under the feet of the god during the age before the dragons ruled Toril. The followers of Moander believed that their god set foot here in order to bring the power of the Creator Races to an end. Poisoning their water and food, Moander, along with the deities of the dragons, caused these fell creatures to die out, though it's not certain whether all the creatures died here on Toril, or if they simply moved elsewhere in the multiverse.

The building was shaped like a teardrop on its side, with the point facing due east, paved in a black ether that absorbed all light. No weapon or magic could harm the buildings, and no lockpick or trap-setting device could affect the doors or windows. Within this unholy temple, three despoilers led a group of 40 clerics. These priests ministered and provided for over 1,000 human and nonhuman followers. The faithful were renowned for following every edict and rule to the letter like zombies.

Monikar

This strange subculture of Netheril hated all arcanists and wizardly magic use. Instead of relying upon magic, Monikar had strong ties with the dwarves, gaining melee weapons and long-range, nonmagical devices that caused explosions and allowed flight. To use magic in the city assured death. The city wouldn't even employ a *mythallar* with a *Trebbe's Antimagic* spell effect to eliminate the threat of arcanists. Monikar stood like a spiteful beacon in the southeastern forests of Netheril from its inception in 1346.

The residents built a temple in 1473 dedicated to the god Kozah that resembled a whirlwind. The gray walls stood nine stories tall, and the hallways spiraled down toward the center, creating a dark underchamber used exclusively to train inductees in combat and priestly spellcasting (which was condoned in the city). A dark cloud hung over the building, ricocheting lightning and turgid rains across its wooden walls and metallic supports, though no damage was ever inflicted upon the structure. Within its walls, the residents of Monikar prayed to the dark god Kozah to bring down decadent Netherif.

The Golden Age (1662-2653): Servants of the Destroyer were quick to enter the Lands of Netheril to aid in its fall, attacking arcanists and other spellcasters along the way. Dagger's Point was a favored stopping-off point for Monikar travelers, since that city shared a similar view to their own.

The Age of Discovery (2664-3162): It's believed that Tempest Freion Chagringhost established a working relationship with the phaerimm late in the 2800s. By swapping information, capturing arcanists, and aiding one another, it was believed that the will of Kozah would be served. Tempest Chagringhost's brutal tactics earned him the enmity of archwizards all across Netheril, and he was killed during a raid of Monikar in 2833.

The Shadowed Age (3163-3619): Servants of the Destroyer aided the phaerimm in the battle against the Netherese by harassing archwizards intent on discovering the source of threat to Netheril. Posing as simple Netherese citizens, the faithful of Kozah arrived on the floating cities and then organized themselves into assassination teams and roved the streets. Their activities were rumored to be responsible for more than just a few of the riots that rocked the enclaves during the final days of Netheril.

The Fall and Beyond (3620+): When Netheril fell, the city of Monikar welcomed refugees with open arms—and then brutally killed them. Thousands of refugees died at the hands of the city before an organized force of Hlondathans sacked the city in 3604, destroying the temple and burning the city to the ground.

Moran River

Fed by the runoff of the Gods' Legion Mountains, the Moran River flowed out into the eastern Flats, gathering in a large pool known as the Flatmere. Here, far-roving bands of Angardt tribesmen watered their horses, tracked game back to their lairs, and established base camps.

Moray River

A clutch of freshwater eels, who had the unique ability to produce an electric shock, were very common in the Moray River. Along with these predators, salmon, catfish, and trout of every imaginable variety could be seen through the crystal-clear waters.

The Moss

A series of pipes carried water from underground sources and kept this valley partially filled, creating dangerous pockets of quicksand. Nothing but swamp plants could survive in this region. A number of adventurers used boats propelled by air elementals, and they could be seen skimming the surface as reeds bent and moved out of their way. Unfortunately, one very real danger was the formation of swamp gas pockets that could kill a human in a matter of moments (save vs. poison or die). Because of this danger, joy rides aboard skimmers weren't very popular.

Myconid Forest

This forest was named for the indigenous fungusmen who inhabited its depths. No animosity existed between this race and the Netherese, since the forest was not logged too severely and new trees were planted. The myconids knew the forest relied on its borders to maintain the humidity of its interior, which in turn the myconids relied on for their continued survival.

The Narrow Sea

This all-important sea gave Netheril most of its food. However, this reliance upon the sea for their continued survival caused Netheril to spend a great deal of resources to preserve the Narrow Sea from the approach of the High Ice. As the weather cooled and the glacial masses from the north encroached upon the Narrow Sea, Netheril put more and more *mythallars* along strategic point in hopes of curbing the freezing effects of the ice age.

Once Netheril fell, most of the *mythallars* ceased functioning, and the glaciers moved southward like soldiers. Its approach turned everything in its path into a frigid wasteland—including the Narrow Sea. This large body of water froze over, finally transforming into a thick glacial sheet within 300 to 400 years.

Nauseef Flow

This river begins at the Firehorn Peaks, winding its way east to join with the Netheril River along the border of the vast Eastern Forest, While the Firehorn Peaks were known for their eerie crimson glow during Midsummer, the Nauseef was simply a quiet river.

Netheril River

The Netheril River was an important link for early Netheril, ferrying information, passengers, and goods from one location to another quickly and without much hazard. This river system



served most of the cities of Netheril throughout the kingdom's existence allowing passage as far south as Dagger's Point for the truly proficient boat captain.

Northreach

When Netheril was reaching farther west in an effort to first find the dwarves, Northreach was one of the settlements that was established in an effort to shore up supplies for the explorers. Behind Seventon, it was probably one of Netheril's oldest cities, built in 307 NY.

The Nether Age (326-543): When the Netherese finally made contact with the dwarves in 401, the importance of Northreach was not diminished. Instead, it served as a port of increasing prominence, allowing trade between the two kingdoms.

Mythallar Era (544-1100): With the creation of the *mythallar* in 845 and the establishment of the Rengarth village of Vandal Station in 973, the future of Northreach looked promising indeed. The city's population surged past 10,000 when the bitterly cold weather was finally tamed by weather-controlling magic imbued within a *mythallar*.

The Silver Age (1101-1651): Whether the dwarves struck a mother lode of precious metals or just decided to increase trade is unknown, but Northreach was virtually buried beneath ship after ship of gold, silver, platinum, and bronze. The population doubled, despite a vicious winter in 1213 that saw the residents battling orc tribes that were starving out on the Rengarth ancestral lands.

The Golden Age (1652-2653): Northreach did suffer when large portions of its population chose to live in the skies with the ever-increasing number of enclaves. The boom that Northreach had been experiencing for so long finally leveled off, but their goods were in as high of demand as ever.

Age of Discovery and Beyond (2654+): When the Mines of Dekanter began producing vast amounts of mineral wealth on their own, the importance of Northreach rapidly diminished. While still an important port along the Narrow Sea, the prominence of the floating cities was now paramount to Netheril's survival (or so it seemed at the time).

Northreach became a home for common criminals, a testing ground for new and ever-more-dangerous spells, and an outpost for trade with the Rengarth tribes. It never quite regained its former glory and collapsed when Netheril fell in 3520, and its survivors headed west into the Savage Frontier,

The Nugatory

This river flowed from the Two Rivers Reservation and entered the Narrow Sea between the Channel Mountains and Coldfoot. It was a popular fishing spot for the Rengarth.

Nyanza Lake

This was one of the most unique-looking lakes in Faerûn. The lake was kept alive and unfrozen through the use of weather-controlling magic. In 3520 NY, when Netheril fell, Nyanza Lake and all her inhabitants cried out in their death throes as the upper waters of the lake solidified. The whole process took about 13 years, but the lake became truly lifeless in only nine months.

Opus

Opus stood in stark contrast to the other enclaves of Netheril. Where a majority of the archwizards opened up schools for magical study to increase the ranks of spellcasters, Opus instead opened up colleges, universities, and other storehouses of knowledge. Where other floating cities had gladiatorial arenas, magical spell duels, and other barbarous acts, Opus established theaters and libraries.

Opus was established in 1933 by the mentalist Chever, who spent most of his time trying to acquire knowledge after creating his *contact other plane* spell. It finally cost him his life in 1960, when repeated contacts with an extraplanar being drove him insane and he leaped into a *sphere of annihilation.* Other arcanists quickly assumed the mantle of leadership, and Opus continued to produce some of the best bards, musicians, poets, and scholars ever known in Netheril.

Age of Discovery (2654-3162): Opus soon became a place where the well-to-do of Netheril visited to witness a play, hear one of Netheril's famous bards speak of the barbarian tribes living on the surface, or just experience the true culture of Netheril. As archwizards experimented with abundant metals for magical item creation and the people discovered new veins of gold and silver, life in Opus continued along the scholarly path set before it so many centuries before by Chever.

The Shadowed Age (3163-3519): The archwizard of Opus, Lady Arilain, discovered that Karsus was creating an ultra-powerful spell in 3518. Warning the other leaders of the Opus Enclave, she went to confront Karsus about his *avatar* spell and was never heard from again.

The Fall and Beyond (3520+): It's widely believed that the city of Opus was spared the destruction of Netheril's cities by divining the effects of Karsus's *avatar* spell and evacuating mere moments before magic failed. The truth behind their salvation was somewhat hazy, however, and other sources stated that the goddess Selûne personally delivered them from destruction.

Oxbow Lake

This northern lake was about ten degrees warmer than similarly elevated lakes due to a volcanic vent that warmed the water, sending plumes of steam into the sky at regular intervals.

Palter

Halavar was a widely known arcanist who was well liked in his home community of Palter, established in 1217. As the archwizard who controlled this enclave, Halavar established the laws that would guide the city. One such law was that everyone had to use magic in one form or another. He encouraged all entrepreneurs, smiths, and business owners to train their workers in the use of cantras. This aided the city's inhabitants in creating one of the most magical of enclaves. His most famous device, *Halavar's universal pantograph,* helped propel Palter into the forefront of magic use and availability, but it also caused Halavar a great number of enemies outside the enclave.

Though he was an archwizard, he left most of the rule to the constables and an elected council of seven members. This allowed Halavar to spend the majority of his time entertaining children and young adults with puppeteering. He left his city when a group of arcanists and priests (combining over 250 levels of experience) entered Palter to kill him, escaping from the spell-

casting mob only to be killed by bandits who wanted his device. The *pantograph* was never found, but its whereabouts have been theorized to be to the west of Netheril.

The Golden Age (1652-2653): Halavar was believed to have left clues scattered around the city as to the location of his *pantograph,* and the Golden Age of Netheril was the treasure-seeking age for Palter. Arcanists and archwizards alike came into the city in droves, purchasing buildings thought to hold the key to the location of the *pantograph* and then demolishing them in their efforts to find the clues. No one did.

The Age of Discovery and Beyond (2654+): As if the freewheeling wizards weren't enough to keep architects, stonemasons, and other workers busy, the ancient blue dragon Lightningdance careened into the city under cover of darkness each spring from 2714 until 2976. Lightningdance never stopped to ravage the city, but instead breathed a trail of lightning across its streets on each visit, destroying homes and business and setting parts of the enclave aflame. A group of adventurers outsmarted Lightningdance in 2976, killing the dragon mid-breath as he sought another surprise raid on Palter.

When Netheril fell, the city of Palter crashed upon the rocks north of the Netheril River. The few survivors trudged their way south toward what they hoped would be salvation. Others went to find the other enclaves, but only disaster, orcs, and hungry monsters greeted them.

Patrician Peak

Climbers and adventurers alike claimed that this mountain was the most dangerous in Netheril. It's jagged, sometimes inverse slopes made climbing a deadly and challenging task that could be successfully performed by only the most skilled mountaineers of Netheril. Many sages believed that a gate that led into Netheril's future existed toward the summit, but if such a gate was found, its true location was never revealed.

Paw Bay

While initially named for the five islands it contained, Paw Bay was a frigid waterway of the Narrow Sea that delivered explorers to the banks of the Rengarth Tundra. From there, adventurers and other thrill-seekers would travel north into the High Ice. Seals, walruses, and other cold-water sea life were common.

The Paws

Also known as Fivetoes, these five islands were located in the center of Paw Bay. The islands were generally uninhabited except for whelping seals and other water mammals.

In the earliest weeks of winter (usually after the first snowstorm), the Rengarth climbed into their sealskin boats and rowed furiously to the Paws for the Great Seal Hunt. The hunters obtained most of their winter's food from this important hunting expedition. All who participated were honored as heroes. A successful hunter was viewed as a man with great virility who would father many strong children.

The Paws themselves were primarily broken chunks of volcanic rock that jutted from beneath the waves. Little plant life existed on them, and the sea mammals used them primarily as a spawning ground.

Peril Current

This river connected the Nyanza Lake to the Narrow Sea in a fast-moving, ice-filled torrent. The Rengarth Tundrans left this river alone, preferring to throw nets into the river from the bank because the floes ruthlessly tore their boats apart.

Pommel Estuary

This waterway was composed entirely of rapids as it ran down the Columns of the Sky. Few fish lived in its waters, and an explorer would have to catch six just to make a light meal.

Portent River

Another of the many flows atop the High Ice, the Portent River was a slow-moving waterway that eventually emptied its waters into Nyanza Lake. Some considered the area around the river to be aburial ground for the Remorhaz, but few traveled that far north to verify these rumors.

Portolake

Like other lakes in this region, Portolake never froze during the summer. Instead, it propelled clouds of steam into the air that quickly turned into sleeting shards of ice. A small, 30-person tribe of Rengarth lived solely within boats on the lake, eating raw fish to sustain them and coming to shore only to repair their boats. During winter, these people could never be seen due to the constant fog bellowing from the lake's surface.

The Pox

This river was the source of a disease that traveled from Moander's Footsteps to the extinct human nation of Apothec. The Apothecs were derived from Netherese stock and didn't want their culture ruled by magic, choosing instead to rely on natural medicinal concoctions derived from plants, herbs, and other organic sources.

The Netherese traded heavily with the Apothecs, until, they believe, Moander grew tired of their persistent desire to cure diseases and laced the waters of the river flowing from the Footsteps into the land with an incurable and incredibly virulent disease in 2105. This wiped out the Apothecs. After their demise, medicinal experts and those dealing with nonmagical cures for ailments called themselves apothecaries.

Purple Mountains

At dawn and dusk, these mountains shimmered in a light purple-violet haze that set them apart from the horizon. Some believed that gems caused the coloration, though no one dared to enter this land in fear of a tarrasque and at least seven dens of colored dragons (and their young) reputed to have lairs within its peaks.

Quagmire

This enclave levitated over the Watercourse and the Marsh of Simplicity beginning in 1173 NY. The city streets were bathed in constant rainfall and slippery moss, and the buildings were always in a state of mildew. The archwizard who controlled the floating city was extremely secretive, and not even the other

archwizards knew who he was. Some thought he was a lizardman shaman from the Marsh of Simplicity who was slowly draining the resources from the city and giving it to his ground-dwelling associates. Others believed he was a vampire whose skin could never touch the light of day, feeding upon anything that approached Quagmire from the ground, including the lizardmen living in the marsh.

Aboard this flying citadel was a temple to the god Targus. The archwizard forced his army to follow Targus, who taught blood-thirsty, single-minded battle lust. It was said that the fiercest warriors hailed from Quagmire, and the next barbarous lot followed a distant second.

The temple, built to look like a huge helm with two axes above the metallic roof, looked subtly like crossed bones. The building was six stories tall, allowing those within to look upon its eerie exterior. The first five floors were dedicated to the practice of skill-at-arms. Arcanists and priests were not allowed into the school, since they had a more mystical approach to warfare skill.

The higher into the building one traveled, the more powerful and more skilled one became. The first floor taught warriors of 1st through 6th level; the second prepared those of 7th through 12th level; the third floor educated those of 13th through 18th level; the fourth taught 19th to 24th level; the fifth floor schooled those of 25th level and above. The sixth floor of the building housed 66 priests and underpriests who taught and brainwashed followers into Targus' service. They were very effective, yet they couldn't seem to convert all within Quagmire to the Brotherhood of Blood,

The Golden Age (1652-2653): In many ways, Quagmire served as a force of arms for Netheril, sending its warriors out to problem areas throughout the kingdom. Wherever there was a chance for combat, warriors and priests of Targus were present. Even many of the groundling cities sent their warriors to Quagmire so that they could be prepared for the orc, kobold, and goblin battles that awaited them.

In 2214, Quagmire fielded more than 20,000 troops to battle an orc horde that thundered its way across the ancestral lands of the Rengarth on their way toward the heartland of Netheril. While more than 11,000 Quagmire troops died, they claimed more than 150,000 orcs, sending the creatures scurrying back into the Barren Mountains and western forests.

The Shadowed Age (3163-3519): In the latter half of the 3400s and the early 3500s (until the fall of Netheril), the warriors of Quagmire found. themselves fighting the phaerimm. Each encounter, however, forced the warriors to retreat from the powerful creatures. The phaerimm were prepared for Quagmire's resistance, instead just testing the city's defenses and magical might.

The Fall (3520): Quagmire plummeted into the Marsh of Simplicity when magic ceased. Its survivors were forced to battle their way out of the swamp as the lizard men, led by Gr'Zhad, took over the broken enclave.

Quickwater River

Rushing down the smooth channels it created in the High Ice, the Quickwater River was a deceptive waterway. Its still surface belied its swift-moving undercurrent that pulled animals and unwary explorers down to their deaths.



Rampant Peaks

The Rampant Peaks were named after the orcs that inhabited these lands. To these vile beasts, the mountains were holy land to the worship of Gruumsh One-Eye. They reproduced far faster than any of the humanoid cultures they sought to conquer, rampaging out of the mountains to raise havoc among the gathered cities.

The Rampant Peaks once stretched farther south than they did at the height of Netheril. The hills and mesas south of the range once were mountains as well, but starting in 866, Ioulaum cut the top off a mountain and set it afloat in the sky. Thereafter, other archwizards who wanted a flying city all took their materials from this mountain range.

Redguard Lake

Long before the Angardt were forced to migrate this far south, Redguard Lake was the scene of a bloody confrontation with more than 50,000 kobolds. During a religious ceremony in the area (the lake used to be called the Delvingpool; a site holy to Jannath), Angardt tribesmen and their king, Hunchias Redguard, found themselves trapped by the rivers behind them and the kobolds before them.

The 3,000 Angardt were slaughtered by the vast horde, their bodies cast into the lake. The kobolds took whatever possessions that were of interest to them, and left the area. When they returned the following year (hoping for more Angardt to be performing a religious ceremony), they instead found a host of undead walking out of the lake. Thousands of kobolds died, and they quickly retreated onto the plains, never returning to Redguard Lake.

Each year at Highsummer, the undead of Lake Redguard were believed to look up out of the water, looking for kobolds to slay. The superstitious Angardt mostly ignored the area, believing it to be a spot "too holy" for their trespasses.

Remembrance

This was more of a large monastery dedicated to Jannath than an actual city, as the only residents of the town were monks and priests. Established in 1073, the "city" of Remembrance quickly became a mdor center for the religion. Faithful would gather here before making the journey to the temple on the slopes of the Glorifier.

The Silver Age (1101-1651): A few miners who were tired of competing with others of their trade attempted to establish a mine in Sunrest Mountain, but the faithful of Jannath wouldn't allow it. While there was no armed conflict over Remembrance's refusal to permit mining, more than one miner was ejected from the monastery for refusing to show the proper respect for the ruling druid.

The Golden Age and Beyond (1652+): The Wont Surge flooded in 1784, causing extensive damage to the city and collapsing a wall of the monastery. Nature's wrath continued with a landslide in 2033 that damaged some outlying fields. All in all, however, Remembrance concentrated on serving Jannath.

Farmers and ranchers began gathering outside the city's walls in the late 2500s, growing crops and raising cattle for Netheril's ever-expanding needs. The druids of Jannath helped them as best they could, reminding them to keep some fields fallow and recommending the crops to be grown to best utilize Jannath's graces.

As the land began turning to sand in the late 3400s, many of the faithful of Jannath traveled south for more hospitable lands. A few remained, claiming that the encroaching desert was simply part of Jannath's "natural cycle." When the desert finally engulfed the city and buried the monastery, only a few wandering druids remained.

Rengarth Ancestral Lands

The Rengarth were split into two groups. The heartiest of the two lived in the Rengarth Tundra, and the more "civilized" lived south of the Narrow Sea. In either case, their bodies were much stronger than the average Netherese, and they looked upon the cultivated humans with a combination of pity and abhorrence. Yearly, the two Rengarth tribes came together to maintain strong ties and to revere their ancestral leaders and forefathers. The southern Rengarth still turned to the Two Rivers Reservation to bury their honored dead, especially their shamans and chieftains.

This vast stretch of land was all "claimed" by the Rengarth, at least as much as the Rengarth ever claimed anything as being "theirs." The land consisted of rolling grasslands that were filled with horses, antelope, deer, and other natural creatures. Few monsters plagued their lands unless they were crossing them to get to other territories, though saber-toothed tigers and woolly mammoths were not uncommon.

Rengarth Tundra

This frigid land was completely ice covered in winter and early spring. During late spring, summer, and most of fall, the ground was a soupy mess that sucked the boots off travelers. The ground was perfect for producing valuable herbs, mosses, fungi. Caribou, moose, arctic foxes, mice, wolves, and musk oxen were common sights in this region, and each of these animals served as the Rengarth Tundrans' food source.

Sanctuary

A sign warding entry into the enclave of Sanctuary warned all guests as to the two most important laws of the city. Clearly posted (and warded by a *mythallar* effect that forced everyone to read it before they entered the city, even through use of magic). It read: "No weapons or offensive spells." Sanctuary became a haven for peace in 1247, hovering above the Cold Forest.

Those who brought weapons into the town were teleported to the surface just under the enclave. Those who used offensive spells or magical items in the enclave were sent away in a similar fashion, but usually into the center of the Narrow Sea or the High Ice. A group of 15 arcanists between 20th and 24th level were always walking the streets in their search for anyone who was breaking the laws of the city. These wizards carried with them powerful quasimagical rods of *multiport*, which allowed them to teleport everything within a 20-foot radius. Of course, the rod-wielders didn't rely on viewing lawbreakers themselves; the word of three eyewitnesses who passed *detect lie* spells was sufficient to send the constables on a hunt for the violators.

The Golden Age (1662-2653): Sanctuary continued to be a haven for peace throughout its existence, concentrating on magical research, trade with the dwarves of Ascore, and keeping the forest beneath the enclave free of orcs. While there were a few fiery confrontations with ambitious arcanists in Sanctuary, most who arrive in the enclave chose to abide by its laws.

The Age of Discovery (2654-3162): An unknown cloud dragon attacked Sanctuary in the twilight hours during the close of summer, 2754. For the first time in its history (though not its last), offensive spells were allowed to be cast at the winged intruder, which flew away before it was slain by the city's counter-attack. Many buildings were damaged (and around 200 people were killed), but the damages were easily repairable. The call to allow weapons went largely unheard, however.

The Shadowed Age (3163-3519): Throughout the Shadowed Age, Sanctuary found itself attacked by a variety of aerial and extra-planar creatures; dragons, wyverns, air elementals, tanar'ri, and others. Toward the end of 3400, weapons were finally permitted to be in the city (but they were required to be peace-knotted).

The Fall (3520): Sanctuary met the same fat as other enclaves, plummeting from the sky to the ground. Dwarves in the nearby mountains recorded in their history the fall of the enclave of Sanctuary, but it was unclear as to where the survivors fled.

Sanguine Mountain

This mountain held a clutch of aarakocra who traded with the humans of Netheril and the dwarves of Delzoun until a Netherese archwizard discovered that the plume of a birdman—along with a mixture of their body parts-created a *potion of extra-healing*. The clutch was wiped out within five months. Evidence of their expansive nest structure could be seen for hundreds of years past the fall of Netheril.

Scourge

The brisk salt air blowing off the Narrow Sea had a peculiar rusting effect on metallic items that entered the city of Scourge (established in 1222) or a 10-mile area around it. Everything rusted at an incredible rate, and many of the buildings were reworked over the years with wooden nails to prevent them from falling apart. Metal items (swords, rings, daggers, armor, and others) that were not properly taken care of fell apart in a matter of weeks. Improperly cared for magical items were similarly affected by the rusting winds.

Surprisingly, rust monsters prowled around the city. This surprised most of Netheril's sages, since the constant rusting effect of the wind made metals extremely hard to find. Others pointed out that the rust monsters were simply going to the nearest inhabited area where they instinctively knew that there would be metal.

The Golden Age (1652-2653): The city became the target of a goblin attack in 1754. The goblins of the Shining Tooth clan stormed down from the mountains to try and sack the port city. Instead of an easy target, they met warriors of Targus who were itching for a good fight. As the conflict continued, the goblins' weapons began falling apart. With more and more goblins getting killed because of swords breaking during an attack, the goblins' morale was shattered and they withdrew.

Age of Discovery (2654-3162): The Channel Mountains were a poor source of ore, undoubtedly the result of countless years of rust monster occupation. The few lodes that were discovered were difficult to preserve, since the smell of metal pouring forth from a mine's entrance brought rust monsters from every nook of the mountain range to its source. Wizards perfected a few warding spells by installing *mythallars* in the mine entrances that repelled the creatures, but it was an expensive cure.

The Shadowed Age and Beyond (3163+): Earthquakes shook the city of Scourge throughout Netheril's final age, and the once-plentiful fish of the Narrow Sea soon began to become less plentiful. Trade gradually diminished, but most of the town's 20,000 residents remained behind.

In 3523, once the enclaves had fallen and trade outside the area virtually ceased, the city of Scourge collapsed into the earth and was consumed. Magical fire tore through the city's streets as the phaerimm took their revenge.

Sepulcher

The town of Sepulcher was primarily a logging community established in 1473 to harvest trees from the Cold Forest and ship them to other cities and enclaves along the Narrow Sea. Similar to the town of Arctic Rim, the workers who migrated here were those who could find work nowhere else.

If the weather had been a bit more cooperative, the vast number of trees could have earned wealth to rival that of a good vein of gold or platinum. Since the loggers had to travel away from the city to find quality trees, the establishment of a weather-controlling *mythallar* just wasn't plausible.

The Golden Age (1652-2653): Between 2000 and 2500 NY, followers of the goddess Shar began a quiet and subtle migration to the area in order to enjoy the yearly darkness of winter In Sepulcher, they didn't experience the persecution found in other locations, due, mainly, to the outcast nature of the inhabitants of the city

The temple these religious pilgrims built in Shar's honor was a strange, expansive, multifloored complex of intertwining hallways, secret passages, hidden rooms, cryptic door locks, enigmatic staircases, and mysterious drop chutes. Even the priests in the House of Mystery could get lost in its halls.

Age of Discovery (2654-3162): When Arctic Rim finally collapsed into ruin in 2904, many of that outpost's residents moved to Sepulcher to re-establish their lives in an area that was familiar to them. Sepulcher's population achieved 18,009 and then gradually diminished to 15,000 by 3165.

The Shadowed Age (3163-3519): Orcs from the nearby Dementia Mountains began making frequent raids against Sepulcher starting in 3210. While many in the city were aware of the strange changes in the land (the encroachment of the desert Anauroch), the orcs kept them busy defending themselves instead of looking for the source of their problems. In 3604, the desert finally made the land useless for logging or fishing,

Seventon

Seventon was the collective name of the original seven fishing villages that were gathered along the shores of the Narrow Sea. Their unification signaled the beginning of the Netherese calendar and the start of a nation that would forever mark Faerûn.

The First Age (0-325): The unification of the cities by no means assured the survival of the Netherese. Attacks by orcs, goblins, and kobolds were a constant worry. Fortunately, establishing contact with the surrounding elves gave Seventon an ally in their war with the orcs and their ilk. By the end of the First Age, the Netherese had picked up the rudiments of spellcasting and begun their search for the dwarves. Finally, Seventon was expanding instead of defending.

The Nether Age (326-543): The discovery of the *nether scrolls* allowed the Netherese to work at developing their magical skills, a trait that eventually shaped their entire society. While the

orc and goblin attacks were still a threat, the Netherese were finally developing a weapon to use against them: magic.

Mythallar Era (544-1100): Ioulaum was born in Seventon, signaling the start of a new age (in retrospect, of course: No one knew Ioulaum's importance until after he created the *mythallar).* He quickly rose to prominence as an arcanist, and in 845 he finally created the *mythallar*. He also worked on a variety of longevity spells in an effort to preserve himself.

Ioulaum earned a great deal of praise and respect in Seventon by implanting *mythallars* into all of the cities, protecting them from things like unexpected weather, fire, and other disasters, both magical and mundane.

The Silver Age (1101-1651): There wasn't a rich mine that marked Seventon during the Silver Age, but Seventon made itself rich by fishing the Narrow Sea to provide food for the enclaves which were becoming ever-more popular. They also spent vast resources to equip their army that stood ready to protect Seventon from the nonhuman threats beyond their borders.

The Golden Age (1652-2653): With its borders finally secured against invasion, Seventon finally began establishing centers of learning for the magical arts and warcraft. Great churches of stone, metal, and magic were constructed to pay respect to the gods (even though the archwizards didn't necessarily agree, each firmly believed that he or she would attain a similar amount of respect once the secret of godhood was discovered). Much of Netheril's learning began emanating from Seventon.

Age of Discovery (2654-3162): Seventon began establishing alchemy as a legitimate profession. It was a natural extension of spellcraft anyway, but suddenly natural, nonmagical creations that could aid and shape magic (like the *chardalyns)* seemed possible. Unfortunately, Seventon never really retained any of its knowledge due to a series of explosive "accidents" and the dawn of the Shadowed Age.

The Shadowed Age (3163-3519): The orcs of the sprawling Eastern Forest began to make more daring attacks against Seventon starting in 3210. In 3303, they engaged the Seventon army in the plains east of Seventon. Instead of standing and fighting, however, they suddenly disengaged and ran around the Seventon forces, arriving in the city of Janick hours ahead of the defenders. Janick was burned to the ground and 25,000 residents slain.

Emboldened by their victory over Seventon, the orcs began annual raids against the unified cities starting in 3222. For more than 150 years, the orcs continued to harass the Netherese, but the Seventon army didn't underestimate them again. In 3372, Seventon's army delivered a crippling blow to the orcs and they fled back to their forest.

The Fall and Beyond (3520+): When the enclaves fell from the sky and the residents of Seventon truly understood what had happened, panic spread through the streets. Churches and universities illuminated the waterfront in a dance of hot flames during the summer months of 3522. They never even saw the orcs arrive until their doom was upon them.

Shade

On the northeastern border of Heip Lake, this enclave was established in 2388 as a community of arcanists who specialized in planar research. The entire city was continuously bathed in shadow—even in broad daylight—by application of some version of the *darkness* spell. Some of the other enclaves believed the city was inhabited solely by undead who were sensitive to light.

Age of Discovery (2654-3162): The citizens of Shade built a mosque dedicated to the treacherous aspect of Tyche in 2714. They used her vengeful nature to benefit their goals while using the luck aspect of Tyche to weigh the result in their favor. The mosque was a mass of priests vying for supremacy over a congregation that was out for nothing more than a fuller pocket and revenge for anyone whose activities threatened theirs, One thing that kept them together was anger and suspicion against the church of Tyche in Imbrue.

The Shadowed Age (3163-3519): Utilizing the archwizard Shadow's notes, the city of Shade successfully completed an experiment started hundreds of years earlier: partially depositing their city on the Demiplane of Shadow. Heedless of the calls of the other archwizards, Shade pushed itself forward researching contact with other planes of existence.

The Fall (3520): Residents of Imbrue, who had kept a wary eye on the enclave since the establishment of their church to Tyche, noticed that the enclave was pulled into a misty, shadow-filled dimension at a time that roughly corresponded with the fall of the other enclaves. Their fate was never revealed.

Shadowtop Borough

Normally found hovering near Shadowtop Alp above the Janick River, this enclave of friendly arcanists was often overlooked by the other enclaves. They traded consistently with the elves and other outsiders since they were founded in 1592 by the archwizard Trebbe.

Trebbe was killed in a spellcasting accident in 1622 when a magical crown he was working on exploded, destroying almost an entire city block of the enclave. The crown, which eventually became known as the *Crown of Horns*, wasn't discovered again for hundreds of years.

The Golden Age (1652-2653): Shadowtop Borough was a haven for a variety of arcanists who researched spells and magical items. Quasimagical item creation never really caught on at the enclave, despite the fact that they used such items created in other enclaves.

In 2436, a ruthless archwizard named Requiar took control of the enclave in a brutal attack that left more than 30 of his peers dead. Wearing the *Crown of Horns,* Requiar ruled until 2651, when the *Crown* had finally driven him insane and a concerted effort to remove him succeeded.

Age of Discovery (2654-3162): The enclave conducted a search of the enclave for more than 150 years in an effort to locate the *Crown of Horns* (which had mysteriously disappeared after Requiar's death). Unable to locate the powerful item in the city-and magical divinations proving ineffective—the archwizard of the city, Eliam, hired bands of adventurers to scour the Eastern Forest below in an attempt to locate it. None of his efforts proved successful, however.

The Shadowed Age (3163-3519): In 3215, the *Crown of Horns* was discovered by the eager archwizard Shadelorn who was trying to unlock the key to creating a more powerful *mythallar* (a project that Ioulaum had abandoned years earlier). After numerous attempts, he finally succeeded in 3517.

Up through this time, the archwizard Shenandra had been working on a spell to counteract the phaerimm's *life drain* and *magic drain* spells. After numerous failures, she succeeded in creating a counter spell that simply negated the phaerimm's magic during the fall months of 3517.

Shadelorn's research had been altered by the *Crown of Horns*, that now wanted revenge for its defeat years earlier. At the same time that Shenandra cried out in joy at her success, Shadelorn activated his new improved *mythallar*. Its activation absorbed all magical items, memorized spells, and continuous spell effects within a 20-mile radius of Shadowtop Borough. Arcanists whose lives had been extended through magic found themselves reduced to ashes by the improved *mythallar's* effects. And Shadowtop Borough crashed into the Janick River.

Shinantra Mountains

An elusive and shy collection of hairy humanoids called the Shinantra lived in these mountains for millennia before the first humans ever set foot in the area. They always evaded all notice, including magic-enriched detection, which shielded them from contact with the Netherese. The only signs of their passing were tracks visible in the snow or mud, but no one was ever successful in following the creatures back to their lairs. The trail would inevitably stop in mid-stride, sometimes under a tree (with no evidence of tree-to-tree travel), sometimes in a glen (with no evidence of a hidden trapdoor in the ground), sometimes at a stream (where the trail ran cold). These creatures were one of the greatest mysteries of the region. Since these poor creatures were undoubtedly consumed by the encroachment of the desert, the mystery was never solved.

Snarefell Lake

The orcs of this region were experts at killing humans without their victims even knowing they were there. They swooped from trees, leaped from the ground like trapdoor spiders, attacked from cover with sleep-poisoned blow darts, and engaged in other devious tactics. The Netherese considered them the most dangerous of the orcs.

When humans began their first settlements in the area, the orcs went as far as poisoning the whole lake. This killed all but a few inhabitants, who then were able to warn the rest of Netheril of the orcs. This poisoning created the first open conflict with orcs in the area and eventually led to the extermination of the Snarefell orcs.

Southfill River

This river started its meandering journey to Hidden Lake from high atop the Lodestar Mountains. Winding its way through the southern forests of Hidden Lake, the river provided fresh water to Canlespiere.

Specie

The people of Specie were agrarians dedicated to "feeding the world" with their vast crop-producing fields. Arriving in the area in the 1850s, they immediately utilized weather-controlling magic (to assure proper rainfall and favorable temperatures) to increase their yields. The farmers and ranchers of this community became the breadbasket of the Netherese people.

Age of Discovery (2654-3162): Specie attempted an irrigation project around Mill Lake in 2974. By 2988, the project was complete, but worked a little too well—the whole plain flooded and turned the land into swamp. The marsh became known as the Marsh of Deception (because the residents of Specie figured that it would be so deceptively easy to irrigate their fields with the river).

The Shadowed Age (3163-3519): The lands around Specie gradually began producing less and less. Toward the late 3400s, the city of Specie had lost more than half of its population, its displaced farmers moving farther south and east for new lands.

The Fall and Beyond (3520+): When the enclaves fell from the skies, the land-polluting magic of the phaerimm quickly began ruining the area. Specie was totally abandoned to the desert in 3564.

Spiel

This enclave contained so many colleges, universities, and institutions within 10 years of its creation in 1349 that they outnumbered the taverns and festhalls. Spiel touted itself as a center of learning for the enclaves, specializing in folklore (from the Angardt and Rengarth barbarian tribes, as well as older cultures discovered in the south), elven and dwarven lore, and a great deal of military history.

The Golden Age (1652-2653): Spiel's interest in nonhuman cultures had a tendency to draw nonhumans to the city in an exchange of information about the various cultures of Faerûn's northern frontier. This influx of nonhumans greatly angered the city of Xanth, and Spiel was soon forced to look elsewhere for many of the supplies it was used to obtaining from the groundling city.

Age of Discovery (2654-3162): Spiel began to work with individual dwarven clans who were demonstrating their metalworking craft. Numerous elven craftsmen came to show how to make *elven chain,* but no human was successful in crafting it (many believed that the elves were leaving out essential steps in the process).

The Shadowed Age (3163-3519): Spiel was more concerned with gathering information about cultures and magic than it was to worry about the threat of the "strange magic" that was gathering over Netheril. They heard rumors of the sharn and sent delegations to find them, but they returned without any luck. Some didn't return,

The Fall (3520): Shocked faces were the rule when *Karsus's avatar* stripped the world of magic and cast Spiel to the grounds of the Eastern Forest.

Spiregardt

This glacial mountain was a forbidding pinnacle of glistening ice. Small, half-inch-long black worms—known as ice wyrms—were said to live in the glacial ice surrounding the peak. These hair-thin creatures emerged only at dusk, just as the sun's disc disappeared over the horizon, to eat the pollen and microscopic life forms that got caught on the ice throughout the day.

It was believed that the light of the sun made the ice and air too warm for them, so they stayed within the security of the glacier for safety. A sage from Janick promised that the consumption of ten ice wyrms would protect a person from the effects of natural and magical cold for one full day. No one but fanciful and hypothermic dreamers ever saw the creatures.

Stade Mountain

This northern mountain in the Lodestar range was haunted by a diva with a voice said to be as beautiful as the dawn and as strong as the wind. Some believed the songs echoing off its faces was the call of a siren, inviting unwary human males to death in her arms. Yet others believed the songs heard were merely the wind

blowing through a series of interconnected caverns that were once the mines of the creator races who sought nothing but the copper, leaving the gold and platinum behind.

Sunderiver

This was a southern tributary of the Moray River that contained Redguard Lake. It was a popular fishing area for the Angardt barbarians, who preferred fishing its deep waters over the other small rivers and streams in the area.

Sunrest Mountain

This mountain was so high, yet shorter than Widowmaker Mountain, that the sun seemed to rest upon its apex. It was a place followers of Amaunator came to lift their arms to the sky and embrace their god.

Syke

The Syke Rivers were the tributaries of Quickwater River. The explorer who found the fish-rich flows didn't bother naming all 36 tributaries (only nine are visible on the poster map). Instead, he named them all after himself. No one really bothered to explore the region after his discovery, taking for granted that the rivers were there.

Syke also claimed to have discovered ancient ruins that must have once existed in more tropical climes. Their appearance on the glacier led to many questions about their true origins.

Tarn River

The Lodestar Mountains' spring melt and drain-off from summer showers filled this river, cascading near the city of Algid and into Hidden Lake.

Tempera Channel

This manmade channel was used to irrigate crops and fruit and nut trees. Hundreds of thin, miles-long canals ran off the river, wetting thousands of acres of vitally important farmland.

Terrace Spate

This was a frigid river of pure glacial melt that flowed into the Nyanza Lake, eventually flowing into the Narrow Sea.

Thiefsward

Found on the southern section of Netheril, Thiefsward was more of a haven for thieves than a city that kept them at bay. The whole culture of the city created some of the best thieves in all of Netheril. Some of the best hagglers, merchants, and "professional" beggars hailed from Thiefsward.



When Ioulaum created the *mythallar* in 845, some of the guildmasters of Seventon became concerned that the ability to call upon magic whenever necessary would put an end to their profession. To combat this threat, they established Thiefsward (including a *mythallar* of its own) to hone the skills of future generations of thieves, teaching them how to survive in a *mythallar*-based society.

The Silver Age (1101-1651): Thiefsward became a city that no one ever hailed from, for to admit to having lived in Thiefsward was to label one's self as a thief of some skill. A few dual-classed thief/arcanists came to the city to help make quasimagical items that could hide the activities of thieves in larger cities and enclaves. A *ring of nondetection* became a valued commodity among thieves, though it only worked if under the influence of a *mythallar*.

The Golden Age and Beyond (1652+): When the Angardt barbarians arrived in the latter half of this age, the thieves and barbarians immediately came to blows. The barbarians viewed the tactics of Thiefsward as "cowardly," believing that if a man wanted to possess something than he should just claim it. Stealth was useless to them.

The thieves and arcanists of Thiefsward proved themselves capable at defense, and the barbarians finally withdrew to their city of Kismet in 2612. While a few skirmishes occurred between rival patrols, the major confrontations between the two groups were over.

When Netheril fell in 3520, the need for a community of thieves to train against a magic-using empire ended. Their *mythallar* inert, the thieves migrated west, south, and east into the survivor states.

Thunder Peak

Originally just a nameless peak among the Rampant Peaks, Thunder Peak was christened during a Netherese conflict with orcs in 714 NY. After the battle, the mountain was a source of all sorts of rumors.

In 1273, a group of adventurers disappeared while traveling through the region, and divinations revealed that a powerful undead creature had claimed their lives for their trespassing. Other exploratory parties were sent to the region to verify the incident, but they returned after a long search with nothing to show for their efforts.

Trinity

Three religious groups who followed Amaunator—the Keeper of Time and the Eternal Sun—migrated to this region in 1244 to escape persecution from the devotees of Shar. They began their first year here deciding to set their religious differences aside and concentrate on their similarities—creating a unique sect to serve their god. The bureaucracy and all other forces controlled by Amaunator (as delineated in the *Powers and Deities* chapter) were completely ignored here, making this a far more relaxed and socially conscious community than other Amaunator-controlled regions.

The Golden Age (1652-2653): Ironically, Trinity existed at the base of a shrine to Jannath, the Cede River. Throughout the Golden Age, Trinity was inundated with the faithful of Jannath as they made their way up to the shrine. It was a profitable venture, however, and the nonstandard faithful of Amaunator welcomed their visitors.

Age of Discovery (2654-3163): Fishing and some light farming continued to be the mainstay of the community throughout Netheril's history, despite some rather moderate ore deposits found in the Shinantra Mountains. A few expeditions into the mountains to discover the strange, hairy creatures that lived up there proved pointless, and the Trinitians instead concentrated on building a large temple to Amaunator that was completed in 3022.

The Shadowed Age (3163-3519): All throughout this age, strange portents and omens plagued the ruling priests of Amaunator's temple, the Temple of Time. Dreams of storms, fires, and darkness plagued each potentate that took control of the religious icon.

In 3420, the Temple of Time reflected light from its outside walls, becoming a beacon that could be seen for miles away. The light blinded passersby but did serve to illustrate the power of their patron.

Despite the destruction of the Algid in 3374, the citizens of Trinity chose to remain in the city. As the year of the fall approached, however, the omens and portents visited upon the religious leaders of the temple began to spread throughout the community.

The Fall (3520): As Netheril's enclaves fell earthward, the glimmering Temple of Time ceased to glow. An eclipse darkened the skies and thunder and lightning replaced it. In a matter of hours, Trinity was deserted, evacuated under cover of darkness to lands farther south.

Two Rivers Reservation

The two rivers branching off the northeastern edge of the Friedricht Lake bordered an area called the Two Rivers Reservation. A millennia before Netheril, this was a holy Rengarth burial ground. During summer and fall, the ground was easily dug—though the holes fill with water within three hours of their completion—but any excavation in this area was viewed as an affront against the Rengarth people.

Artifacts and personal treasures could be easily unearthed by simply looking for Rengarth body markers, usually set into the ground as tip-buried swords with wooden plaques wired to the hilt or half-submerged shields painted with the dead's name and the identities of surviving family members.

Unity

This community was named after a promise made by humans, elves, and dwarves to unite against the onslaught of goblin and orc raiding parties. Established in the early 600s, Unity served as a base of operations against the warring goblinkind until the elves' and dwarves' civilization finally collapsed.

The Shadowed Age (3163-3519): In 3348 NY, Unity faced the terror of Olostin, an impossibly brutal human bandit baron who relished the chance for combat. He earned the nickname of the "Baron of Dread" during his attacks on the city, and many died.

Unity was home to the largest temple to Amaunator. A complete description of the "Forested Enclave of the Face on the Sun" can be found under Amaunator's listing in the *Time Travelers and their Gods* section.

An attack of extra-planar fiends in 3499 raised havoc within Unity, the fiends trying to take control of the city to have a base from which to launch attacks against the Karsus enclave. A three-

year battle erupted over control of the city before Karsus finally ejected the fiends from the Prime Material Plane or slew them outright.

Beginning in the spring of 3514 NY, Unity began seeing an infiltration of magically mutated beings come out of the Far Horns Forest. It was believed that the use of *heavy magic* by Karsus and his advisors in the war of 3499 NY caused the anomalies.

The Fall and Beyond (3520+): With the backlash against Amaunator due to the fall of Netheril, the following of Amaunator quickly diminished. Anauroch slowly moved to engulf Unity, and the few remaining residents traveled west into the Savage Frontier and south into the survivor states.

Vandal Station

Named after a small but influential tribe of the Rengarth that established the town in 723, this village was best known for its tough and adventurous warriors. This Rengarth tribe, known as the Vandals, patrolled the ancestral lands south of the village, making occasional forays into the Cold Forest to the west.

The Silver Age (1101-1651): As the mad rush for precious metals swept across Netheril the Vandals found themselves in more conflict with miners traveling across the Rengarth ancestral lands to the Barren Mountain in their search for ore. In 1412, the Vandals killed a force of warriors and miners who were desecrating burial mounds in their quest for gold and silver.

The Golden Age (1652-2653): In 2328, a plague from Bandor Village swept through Vandal Station, decimating the population. Only the most healthy of the Vandals survived, but the population of the village was reduced below 500. Their ability to patrol the ancestral lands of their forefathers was crippled, and many of the survivors moved to Frostypaw. Those who chose to stay patrolled the ancestral lands in small groups, guarding what they felt to be the most important burial grounds from intrusion.

Age of Discovery (2654-3162): Vandal Station ceased being a village in 2784 and became a ragtag collection of Vandals who were too stubborn to leave their homeland. By the middle of the Shadowed Age, the remnants of the city were found to be covered in a slick sheet of ice that froze people and animals where they stood. The spring of 3353 brought the wolves that removed the bodies from the outpost, and Vandal Station disappeared into the annals of Netherese history.

Waterbourne River

This river cut through the Delzoun region and headed west out of Netheril. A small tributary dropped into the underground regions of the dwarven kingdom, bringing with it fish and fresh water.

Watercourse

This river was the life's blood for the southern Rengarth tribes who fished the river for the majority of their food.

Weimar River

The Weimar River spent most of its life protected by a three-foot-thick ice coat that shielded the quick-moving current that moved beneath its shroud. During the last month of summer and the first month and a half of autumn, the river's flow was visible.

Westview River

This was a southern tributary of the Zweihaus River, stretching south into the plains past the city of Grog. Its southern end served as irrigation for a series of farms that occupied the land between the various spurs of the stream.

Westwendt Village

The westernmost village in Netheril, this city traded heavily with the elves of Eaerlann and Illefarn. Twice a year (once in late spring and once in early fall), the largest traders of the two elven nations, along with their equivalents in Netheril and Delzoun, met to trade their goods in Westwendt Village, creating a huge bazaar. Few Netherese paid much attention to the huge meeting save for merchants in the enclaves and other cities, but the elves and dwarves met in large numbers within Westwendt Village.

The Silver Age (1101-1651): The peaks surrounding Westwendt Village were good sources of precious metals, and the villages biannual bazaar quickly became a haven for jewelers, gemsmiths, and silversmiths. Unfortunately, the increase in traffic to the village also brought with it other pesky problems.

The Golden Age (1652-2653): Orcs, goblins, and kobolds were quick to attack small groups of elves, dwarves, and humans on their way to or from Westwendt. Calling upon the city of Unity for assistance, Netheril's Golden Age quickly became Westwendt's Age of War with the goblinkind of the Far Horns Forest.

Age of Discovery (2654-3162): A spelljamming vessel crashed near Westwendt in 3023, causing an explosion that filled the night sky and started a forest fire that burned thousands of acres of woodland. The first residents who arrived at the crash reported seeing beholder-like shapes scattered amidst the flames.

The Shadowed Age (3163-3519): After many years of suffering attacks from twisted monsters of unknown origin, the village of Westwendt was decimated in a single night by an attack of fiends in 3499. Fires ravaged through the city, and the survivors fled north and west for safety.

Widowmaker Mountain

This lonely peak was once an active volcano, but it remained silent throughout Netheril's existence. The peak was permanently snow covered with a population of tenacious mountain goats living along its steep faces. The top of the mountain was so high that it was usually covered in fog or clouds, making the top visible only a few days out of the year. It was believed that when the peak was visible that the followers of Amaunator had to supplicate their deity.

Hundreds of people (adventurers and treasure seekers mainly) tried to climb the peak, usually making the attempt in late spring. This climb was attempted yearly in response to persistent rumors of a vast horde of artifacts and knowledge left there by the creator races—a reason as good as any to climb the highest and most dangerous mountain in Netheril. No one brought any of this rumored knowledge or magic down from the peak—and no one was able to use magic or gates to traverse its dangerous slopes.

Wolfsberg River

The Wolfsberg was named after a large population of wolves that inhabited the nearby Eastern Forest. The wolves, like other wolves found throughout the continent, seldom attacked a human or demihuman, preferring instead to live on the outskirts of civilization. Early humans even emulated the wolves' society, choosing leaders by fights to submission and fighting ability.

Wont Surge

This river circumnavigated two mountains before it slowed down enough for any ship to maneuver safely in its waters. Closer to the mountains, where whitewaters were common, quickly became a favored spot for kayakers and other daredevils to test their physical prowess against the uncaring waters of the Surge.

Wreathe

Nestled at the base of the Purple Mountains within the Far Horns Forest in 1714, the city of Wreathe served Netheril as a permanent hunting camp. From here, hunters took out parties of inexperienced warriors and taught them how to hunt game in the wilds of the Far Horns.

More experienced warriors were taken into the Purple Mountains to hunt more dangerous game: dragons, wyverns, manticores, and others. These creatures' body parts became a popular export for the city, which suddenly found itself specializing in dragon jerky, tail charms from manticores, and wyvern-tooth necklaces.

Age of Discovery (2654-3162): The Purple Mountains were home to a few very profitable mines that aided the city during this time of Netheril's development. Of course, Wreathe continued its hunting operations, a practice that would come back to haunt it in the Shadowed Age.

The Shadowed Age (3163-3519): In the late 2000s, a group of experienced warriors came across the blue dragon Brightstrike in its lair. The fierce battle ended in the death of more than 15 of the warriors (many of whom were later *resurrected)* and Brightstrike herself. The warriors rejoiced, brought her considerable hoard back to Wreathe, and then continued their hunting.

In 3315, Brightstrike took her revenge upon the citizens of Wreathe. Her children, who had been watching the battle between their mother and the warriors from a spell-shielded cavern, converged upon the city of Wreathe during the late fall of that year. The city was totally unprepared to deal with an attack by three ancient blue dragons, and the city's defenders were ruthlessly annihilated by repeated breath weapon attacks over more than a fortnight.



Xanth

This small fishing village was a collection of xenophobes who lived in fear of nonhuman cultures, especially those of the dwarves, elves, gnomes, and halflings. Xanth was established in 1273, just before the floating city of Spiel, and quickly took a dislike to everyone and everything that approached it.

The Golden Age (1652-2653): Xanth quickly developed a reputation as being a very inhospitable place for nonhumans to visit. Elves, dwarves, gnomes, and halflings were followed around by the town's constabulary, and the penalty for the slightest infraction of any law was death for nonhumans. The law was much more lenient in its judgment of humans.

Age of Discovery and Beyond (2654+): When a force of more than 12,000 orcs tried to raid the city in 2837, the defenders of Xanth not only repelled them but also made an example out of the survivors that they captured. Using a *mythallar*- powered magical item, the defenders of Xanth removed the survivors' arms and sent them back to their clan.

While there was great rejoicing in the streets of Xanth when the floating city of Spiel crashed to the earth in 3520, most of the residents knew their time in the area was coming to a close. Without the other enclaves to protect them, there would be nothing to stop the orcs, kobolds, goblins, and other creatures from overrunning the groundling cities. Within a few decades, Xanth had been abandoned.

Yeoman's Loft

When Netheril began investigating Realmspace in 2795 NY, Yeoman's Loft became the main port of call for Netherese spelljammers. Great docking platforms were built to accommodate the influx of spelljamming vessels, standing out like arms stretching into the night sky.

Great wealth entered the groundling city, but spelljamming proved an even greater expense. In 2895 NY, the archwizards decided that the risk was far too great to justify the tremendous expense of lost ships and murdered crews. Spelljamming was officially abandoned at that point in time, but Yeoman's Loft remained.

The Shadowed Age (3163-3519): Yeoman's Loft suffered a major loss of population and business. Only the 20,000 or so remaining inhabitants served the five private ventures who continued to pursue spelljamming. It was grueling and expensive work that all of the other enclaves and cities chose to ignore.

The Fall and Beyond (3520+): The massive docking structure that was constructed for the spelljamming vessels exploded and collapsed when Mystryl sacrificed herself. Four spelljamming vessels that were currently docked likewise suffered a similar fate, their helms detonating. Thousands died as the massive structure collapsed into the city.

Zeig River

Another of Netheril many rivers, the Zeig brought water from its source at the Twin Peaks to Macht Lake. Two other rivers, the Fenwick and Macht, joined the Zeig in its journey to the northern lake. Despite the abundance of water in the area, though, the surrounding area didn't attract any farmers or ranchers.

Zenith

This small village was believed to be the northern-most town in all of Netheril at its founding in 222 NY. Situated on a narrow strip of land and surrounded by the Narrow Sea, it seemed a logical place to build a great port city.

Unfortunately, trade was still in its infancy when Zenith was established. By the time trade became a major issue in Netheril, the city of Northreach had already been established and Harborage served as a stopping place for all east-west trade upon the sea.

Even when a weather-controlling *mythallar* was established in 919 NY, the brutal weather continued to be a problem for those who chose to remain in the fishing village. It did become a popular destination for Angardt and Rengarth tribes, but its importance to the Netherese diminished to the point that Zenith was all but forgotten.

Zweihaus River

This river was named after the Zweihausen, two buildings said to be a mile long. The houses, similar in structure and design to a Viking longhouse, were extraordinarily long. These houses were rumored to have been constructed millennia before the first enclave entered the skies, but no one ever discovered the truth behind their existence.

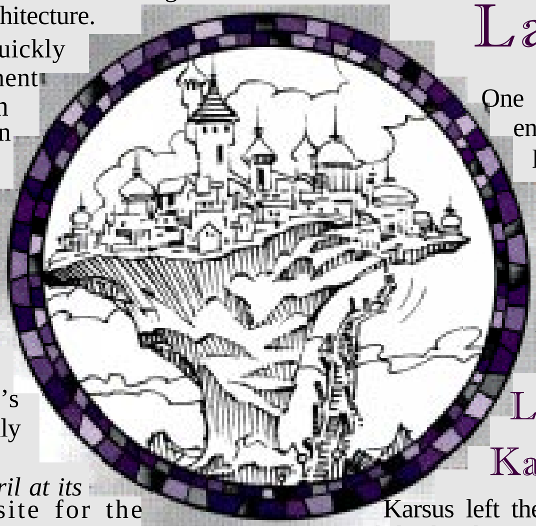
According to scholarly lore, the two buildings flowed over the river and housed thousands of people. The inhabitants were supposedly single-eyed humanoids whose eyesight was better than a hawk and who could hear better than all the mammals in the forest. They were once great scouts, but when the fast-reproducing humans entered their territory, they retreated into their Zweihausen and were destroyed when Moander infected their air and water with disease.

Karsus Enclave

Enclaves, by their very nature, were incredible magical gluts. An unbelievable amount of power was required to keep them afloat—after all, a floating city weighed as much as a mountain. But despite their great size, the enclaves served as an icon of Netheril's magical dominance. And none of these enclaves was as great as the floating city of Karsus.

The Karsus enclave wasn't the first floating city of Netheril—that honor rested with the enclave of Ioulaum. Karsus exceeded the magnificence of Ioulaum in a few distinct ways, however.

First, the enclave was one of the first created with two different *mythallars* that supplied magical power to all of its unique creations. The first *mythallar* powered all of the quasimagical items that existed in Karsus, while the second provided the magical energy for the various magical luxuries and gravity-defying architecture.



Second, Archwizard Karsus quickly rose to become the most prominent arcanist of his time, exceeding even the Father of Netheril, Ioulaum, in magical arts and prominence in the eyes of Netheril's citizens. As with all archwizard rulers, his word became the law of the enclave, and no one who desired to remain on Karsus dared oppose him. This prominence extended to laws that the Archwizard wanted enacted to apply to all of Netheril's enclaves and cities—no one openly criticized the Archwizard.

The location shown on the *Netheril at its Height* map was the winter site for the Karsus enclave. Like other floating cities, the city's location was subject to the whims of the archwizard. The information below details the Karsus Enclave during the final days of the Shadowed Age (the year 3520 NY).

Architecture

The best architects in the land created a number of buildings that defied the very laws of gravity and physics. Marble, quartz, granite and other materials were brought from around Netheril for use in the enclave's building phase. Even with the aid of magic, it took more than a decade to finish building the city.

The force of gravity was twisted and contorted, causing different centers of gravity on the same wall. Statues were suspended between gravity planes, granting the appearance that the artwork was levitating in midair as people walked both above and below it. Some areas of the city even lacked gravity, and it wasn't uncommon to see citizens propelling their weightless bodies from one building to another. Magical force walls prevented people from hurling themselves over the side of the enclave.

Many of these structures quickly became some of the greatest arcanist colleges and universities in Netheril. The uniqueness of the structures—and the status of working alongside the Archwizard—lured people to the enclave, and the city met with great success.

Law & Order

One of the most important facets of enclave life was the adherence to the laws established by the Archwizard. While Karsus was one of the few archwizards other than Ioulaum to make demands of other enclaves, his rules and regulations within the enclave of Karsus were inarguable facts of life for city residents.

Laws of the Karsus Enclave

Karsus left the day-to-day drudgery of dealing with lawbreakers to members of his enclave that were concerned about such matters. Andoris Derathar (LN hm W33) was the arcanist who took responsibility for legal matters on the enclave, answering only to Karsus himself. Many of his students also shared a legal interest, and they were frequently called upon to mete out justice for minor infractions (while Andoris handled serious cases, like espionage and murder, himself). The listing below gives a more intimate view on the laws of the Karsus enclave, concentrating mostly on important matters—those that interfere or cross into areas of mystical research.

Espionage

Karsus was very protective of the secrets of his enclave, including the architectural techniques used to give Karsus its unique appearance. To that end, he had many spies in other enclaves who reported to him on any attempt to sell information to rival archwizards.

Magical Research: Anyone found guilty of stealing magical tomes, research notes, or other items of magical

research was sentenced to death at a public execution within 24 hours of their verdict. In most cases, the guilty were given the choice of how they were to be executed, though the judge always sentenced them to death by magic.

Military Information: Those who turned on the citizens of Karsus and endangered their safety were given one of the harshest sentences: *capture of essence*. Using Shadow's research, Karsus had a special arena that contained level-draining undead. For particularly dangerous criminals, Karsus turned them over to the city of Yeoman's Loft, where they were used to power life-jamming vessels (ships whose power sources were the life-energy of their victims).

Murder

Killing any creature in Karsus imposed a steep penalty, normally the loss of the guilty party's own life. Unlike most cities, however, even the death of a cat could prove a fatal offense (archwizards got very upset when their familiars were slain).

Arcanist/Priest/Spellcaster: The penalty for slaying a spellcaster varied. For those who slew a priest, they were typically turned over to the church for punishment. Those who slew arcanists were turned over to the colleges for "magical testing," and those who slew other spellcasters were simply killed outright in a public forum.

Archwizard Ruler: This entailed a painful, torturous death and the *resurrection* of the offender. This cycle was continued (varying the death each time) until the creature's body could no longer be brought back to life (a failure of a Resurrection Survival or System Shock roll). Then the criminal was *reincarnated* and then forced through a planar conduit into the Elemental Plane of Fire.

Constable/Enclave Official: Karsus viewed attacks against the enclave's constables as an attack on his enclave. The guilty party was polymorphed into a common herd animal and then hunted down for food.

Familiar: Arcanists who were convicted of killing a familiar were typically imprisoned in an amulet and given to the arcanist who lost his familiar at their hands. The guilty arcanist's fate was seldom known. Others who were convicted of the crime were magically questioned (to make sure they weren't working for anyone) and then suffered a loss in vitality (two Constitution points).

Human: This excluded slaying another human during a duel or other contest (so long as the terms were agreed upon by both sides prior to the duel). The penalty for this crime varied, depending on the importance of the person and the brutality of the crime.

Human Business Owner: The offender was killed in a humane and painless fashion. If the guilty party was a spellcaster, he was sentenced to one year of hard labor per human employee of the slain businessman, plus one year per level of the business owner.

Nonhuman Dignitaries: The criminal was sent to the country of the dignitary's origin to face the unknown in that criminal system. If the murderer was an arcanist, his levels were drained by undead and the dignitary was brought back to life; the arcanist was then set free.

Nonhuman Business Owners: The death of a nonhuman business owner was tied directly to his influence in the Karsus enclave. For every human employee, the guilty party was sentenced to one year of hard labor at a nearby mining camp. Many such sentences often turned deadly, for the mine was a dangerous place to work.

Nonhuman: The murderer was levied a fine; the price given in parentheses was the assessment per level of the victim: dwarf (750 gp), elf (500 gp), gnome (1,000 gp), and halfling (200 gp). The killing of all other nonhuman races was considered purification and was not confined to this law. If the murderer was an arcanist, the sacrifice was halved.

Pets & Livestock: Refer to Theft of Nonmagical Property to determine the sentence.

Theft

Thievery that involved force or magic use doubled the penalties listed below.

Magical Property: The thief returned the stolen objects as detailed in the Theft of Nonmagical Property description. In addition, the thief lost body parts based on their particular value. For example, a warrior who was found guilty of stealing a magical sword might lose his sword arm in payment. A thief might lose his fingers, arcanists had their tongues cut out, and other fitting punishments. The more valuable the magical item, the more severe the loss.

Nonmagical Property: All stolen property was returned, and the thief paid the price of all stolen goods. If the money (or equal cost in property) was not in hand, the thief was forced into vassalage until the restitution was paid in full (2 sp per day).

Spell Research/Spell Books: Those found guilty of stealing magical works for personal gain (not selling it to other parties) were either forced into servitude for 15 years or executed, depending on the severity of the crime.

Miscellaneous Crimes

This is a general list of other penalties for lawbreakers in Karsus. The DM should add others of his liking.

Breaking Contract: If one side of a signed contract broke the bargain made between the parties, that person lost all benefits gained from the pact, and the profits and property were deferred to the other side of the contract. If no property or profits were involved, there was no penalty.

Disobeying Government Official: This law included spur-of-the-moment constabulary edicts ("Clear the streets, some fool just summoned a tanar'ri!"). Those who didn't follow a constable's order were usually taken to a holding cell for 1d6+4 days to cool off. They were released (the first time) without a fine. The fines increased by 2 gp per incident (and a possible jail term of 10 days) for every incident beyond the first.

Property Damage: Casting spells in the streets of Karsus was not illegal, so long as no property damage ensued. If a wanton *fireball* spell or discarded torch caused buildings or property to be ruined, the responsible party was required to pay restitution, part of which included lost business revenue. The one who caused the damage must either fix it, have it fixed, or give enough gold to the victim to have it fixed. If not, those responsible became indentured to the victim until the debt was paid (at the rate of 2 sp per day). For instance, if a *Noanar's fireball* spell caused 120 gp worth of damage to a building, the spellcaster was forced into 600 days (about one year and eight months) of vassalage.

Public Drunkenness: The punishment entailed a simple lock up in the nearest jail until the effects of the alcohol wore off, as well as a 5 sp fine.

Karsus Businesses and Buildings

Below is an alphabetical listing of many of the buildings of the Karsus Enclave. Since space constraints forbid a foot-by-foot detail of the Karsus enclave, Table 13 can quickly determine what an unclassified building was used for.

Table 13: Random Buildings

d20 Roll	Building Purpose
1	Vacant Building (Refer to Table 13A for type)
2	Magic Shop (Refer to Table 13B for type)
3	Smithies (Refer to Table 13C for type)
4	Infirmary/Apothecary
5	Clothing sales
6	Theater
7	Warehouse
8	Adventurer's supply house
9	Restaurant
10	Minor Arcanist's College (Refer to Table 13D)
11	Inn
12	Festhall
13	Tavern
14	Grocer Cartel (food retailer)
15	Animal-Based Businesses (Refer to Table 13E)
16	Services (Refer to Table 13F)
17	Weapons dealer
18	Tenement (35% chance for vacancy).
19-20	Private Residence

Table 13a: Vacant Buildings

d20 Roll	Type
1-2	Condemned building.
3-6	Vacant Building: Poor condition
7-12	Vacant Building: Slight disrepair
13-17	Vacant Building: Good condition
18-20	Vacant Building: Excellent condition

Vacant buildings were typically found in the worst levels of the city, places where gangs and thugs could be openly seen. Exceptions existed, and vacancies in upper-class neighborhoods were normally dwellings for sale. Arcanists frequently move from city to city to further their magical knowledge, learning at the foot of a master, and empty buildings in better neighborhoods typically served as homes for such wandering arcanists.

Table 13b: Magic Shops

d20 Roll	Type
1-2	Quasimagical items
3	Real magical items
4-7	Spellcasting services
8-10	Spell components
11	Alchemical services
12-14	Spell scribe services
15-17	Spell research services
18-20	Magical item research services

While magical items were sold in Karsus, the asking price was quite high, normally ten times the normal rate for real magical items and five times the rate for quasimagical items. Also, remember that many of the standard magical items from the DUNGEON MASTER Guide have not yet been invented. Ultimately, the choice remains in the hands of the DM as to what items are going to be available, but it is highly cautioned to avoid allowing player characters to simply purchase anything they'd like. Magic was plentiful in Netheril but arcanists typically held on to whatever magic they stumbled across or created for themselves.

Table 13c: Smithies

d20	Type	d20	Type
1	Whitesmith	11	Wood craftsman
2	Goldsmith	12	Glass Blower/Worker
3	Locksmith	13	Jeweler
4	Weaponsmith	14	Mason
5	Armory	15	Miner
6	Bowery	16	Tailor/Weaver
7	Leather craftsman	17	Trapper/Furrier
8	Taxidermist	18	Cobbler
9	Shipwright	19	Brewer
10	Paper/Papyrus maker	20	Potter

There were multiple businesses that specialized in a given craft in Karsus. While some of the craftsmen were true masters, many others were simply competent craftsmen who doled out a living in the enclave. Player characters who try to create new items are going to have to ask around a bit to find out who is the best craftsmen. Even then, the services of a master smith were difficult to obtain—everyone else wanted him to do work for them—and quite costly.

Table 13D: Arcanist Colleges

d20 Roll	Type
1-3	Alchemist's Conservatory
4-5	Diviner's University
6-8	Inventor's College
9-11	Mentalist College
12-14	Nonspecialist Spellcasting Academy
15-17	Scribe's School
18-20	Variator's College

These schools trained arcanists up until around 10th level, at which time they joined one of the larger universities or the echelons of the enclave. The nonspecialist academies instructed the general populace as to how cantras worked, and they typically tried and find students who possessed an aptitude for magic and "promoted" them to one of the colleges.

Table 13E: Animal-Based Businesses

d20 Roll	Type
1 4	Animal Trainer
5-8	Stabler
9-12	Groomer/Handler
13-16	Animal Raiser
17-20	Seller (also buys animals)

Purchasing animals in Karsus was quite expensive, as the animals needed to be transported from the ground in most cases. Taking care of most common animals wasn't over priced, but it did

cost a few silver pieces more than a visitor from a groundling city would expect. Player characters should be warned in advance that tipping the stablehand might make a difference between a safe stay for their favorite horse and a mad dash around the enclave in an attempt to acquire a new animal (or track down the old one).

Animal Trainers: Bayard (CN hm F10), Devonshire (LE hm F14), Gaussen (CG hf P9), and Peterneefs (NG hf F13) all own small business scattered throughout Karsus

Table 13f: Services

d20 Roll	Type	d20 Roll	Type
1	Bathhouse	11	Hunter/Guide
2	Teamster/Freighter	12	Fisherman
3	Armor Cleaner	13	Navigator/Sailor
4	Mourner	14	Artist
5	Minstrel	15	Trader/Barterer
6	Laundry Service	16	Tracker
7	Messenger Service	17	Musician
8	City Guide	18	Engineer
9	Scribe or Clerk	19	Linguistic
10	Arcane Lore	20	Astrologer

Hundreds of other types of services also existed on Karsus; the DM should just add other services as he deems fit. Much like smithies, the prices could vary widely between different businesses, and characters searching for an expert in their particular field should be willing to pay for such services. It wasn't uncommon for sages and others to request magical items (or quasimagical items) as payment.

Currency Conversion: Aspar (CN hf P9), Ceneus (CG hf T1O), Diophant (CE hm A9), Ferdinand (LN hm T12), or Terenzio (LN hm T12). A nominal fee of 1d10+5 percent was always attached to such transactions.

Healers: Aratus (NG hm P13), Chabrond (CN hm P12), Colonna (LE hf P13), Cratippus (LE hm P10), Gallupi (CN hm P11), Hufeland (NG hm P17), Kimiko (CN hf P12), and Vinckelbooms (NG hf P9).

Herbalists: Alexejev (LE hf P9), Bartolommeo (LE hm A10), Berenice (CE hf A9), Giraldus (LE hm A18), Goudcheaux (CN hf P7), Parr (LE hm A14), and Shute (CN hf P15).

Academy of Mentalist Study

This college of magical study became famous when Shadow (LN hm W28) published his work on demiplanes. When he acknowledged his involvement with this school, the college's attendance increased 30% for the next five years, forcing them to add two levels to the building and to buy the adjacent block for dormitories.

The Dean of Teachers was the archwizard Zucchi (NE hf W33), a bitter, old woman with an attitude that made a starving pit viper that smelled mice on your fingers look friendly. She was conniving and vindictive. No one could get rid of her short of assassination, but that was a hard task to accomplish, considering her level and the fact that her mind was still as sharp as a vorpal blade. She personally met all students who desired to attend the academy.

The other teachers at the academy were Czarnieck (CG hm A22), an expert in mind-control spells, Flaugergues (CG hf A20), a specitist in illusory skills, Lycanter (CG hf A25), a proficient master in mental contact, Siculus (CG hm A22), a master of illusion, Addington (LE hm A20), an authority on divinations, Midoria (N hf A20), a skilled arcanist at information retrieval, Grenoble (LN hm A23), an expert at natural divination, and Alexander (LN hm A28), an authority on necromantic magical effects.

Alchemical Seminary

This school was the most important of its kind. There were other schools that taught that arts of alchemy, but none did it with the finesse of this school. Managed by Quintus (NG hm W29), a kindly old man who had successfully converted small amounts of lead into gold, the Alchemical Seminary was one of the shining achievements of the Karsus enclave.

Fries (N hf P26) was a master at earth elemental conversions. She was able to convert one earth elemental component (such as gold) into another earth elemental component (such as platinum). The process still required much more gold than was yielded in platinum, but she was making remarkable advance up until the enclave fell from the sky.

Thibauneau (NE hf M22) specialized in air elemental conversions. She had been commissioned on many occasions to convert normal air into a debilitating poisonous gas. Her classes taught not only the fundamentals needed to learn these skills, but as the classes continued and more time was dedicated to the art, more complex topics were covered.

Cujas (NG hf P27) was an expert in water elemental conversions. She came into the alchemical spotlight when she was able to convert a pool into "heavy water" which allowed metamorphic rock to float. She also converted normal water into explosive fluids that had to be contained in sawdust-filled wood and cloth containers to keep it stable.

Hakewill (CG hm M22) was deft in fire elemental conversions. In spite of its relative popularity in the magic community, Hakewill had several accidents during class that claimed the lives of several students. For some reason, this added sense of danger only increased interest in Hakewill's classes.

Despite the accidents, Hakewill was thorough, making sure that everyone understood the basics before moving on into more complex subjects. In his class, Hakewill taught the concepts of inner planar mechanics and the philosophy of fissures—controlled openings into the elemental planes that allowed the alchemist to retrieve "pure fire." He also showed how fire could be molded and shaped to suit the needs of the wielder; for instance, hardening it into a ball for catapults, imploding it for fireball-like effects, liquefying it for removal of hole-dwelling ground vermin, and other useful techniques.

Delacroix (CG hf A22) was a specialist in magical fluids and their production, and Colombier (CN hf A20) was proficient in magical powders and dusts. These two were the teachers of alchemy as most people saw it; this was the area that most affected the average individual. After all, warriors readying for a trip across the goblin-infected Far Horns Forest didn't want recipes to convert orcs' blood into maple syrup; they want *potions of healing*, powders to render *invisibility*, and balms to rid their bodies of scars.

The Ancient Scrolls

This elegant building was home to five historians of various classes and specialization. They specialized in information about the First Age of Netheril up until the current time as well as nonhuman histories during the same time period.

Benante s Butchery

Benante the Butcher (CN hm F18) owned this relatively small butcher shop, serving the needs of Karsus citizens within a 20-block radius. Though his shop was small, he was respected and his meats were some of the finest cuts in the city. One of his employees, Franchvail (CG hf P15), was a priest of Amaunator who

blessed the meats and purified them of all parasites and diseases.

Benante used a conduit to the Negative Material Plane to slaughter his cattle and sheep. The conduit painlessly drained the animals' life essence before it was hung from its back feet and bled. After hanging skinless for three days, Franchvail cast her priestly magic on the meat. The carcass was then carved to the specifications of the meat buyer.

Benante was married to one of the three owners of Transgate Industries, Acciajuoli (NG hf A15). Therefore, he was never in need of money and was able to afford to make his meats the finest in town without worrying about quantity.

Chanragoupta's Exotic

Chanragoupta (LE hm A6) was a businessman and traveling merchant who specialized in clothing and fabrics from around the world. Occasionally, he even carried textiles from Realmspace when the brave souls from Yeoman's Loft managed to procure a shipment. He paid the highest price for these goods, so he was virtually the only source for extraplanar cloths.

He was once married to a woman named Valleria (CG hm F5), but Chanragoupta believed she died after an unsuccessful burglary forced the thief into kidnapping his wife and holding her for ransom. He received a ransom demand some time later and paid the 20,000 gold pieces for her safe return, but he never heard from the kidnapper or his wife again. Chanragoupta had a 5,000 gp finder's fee for the safe return of Valleria until his death.

City Guides

For tours of the city, Arborius (NE hm F12), Blanc (CG hf T14), Cerelias (CN hm F18), Etranger (NE hm F12), Gellibrand (NE hf F13), Hommel (LN hf T16), Karyn (LN hf F14), Kerckherdere (NG hf F1O), Ventimiglia (LN hf T11), or Wyntoun (NG hf F11) were all competent guides.

Coddled Cuticle

Qipley (CN hm T12) was one of Netheril's finest hairdressers. His expertise, however, was manicuring. From near-magical lotions and balms that smoothed out the wrinkles of hard work and age to abrasive pads that honed the fingernails to perfection, this man had it all.

His clientele ranged from the lower-middle class to the elite status symbols that everyone looked up to. His appointment book was usually full at least two weeks in advance. While many strong-armed men seemed to dislike his soft-spoken nature, he was undoubtedly the most skilled at his craft within Karsus.

Constabulary Branch One

The first of three locations used by the constabulary, this structure was a simple two-story building with a mazelike cellar. The ground floor served as public access. There was a set of three receptionists who greeted visitors and directed them to the right individual. Behind these three people, there was a large room where the constables of lower rank had a desk, their own *crystal ball*, a comfortable chair, and a filing cabinet. Twenty officers worked here at least part time, for the rest of their daily duty they were on the streets, protecting the people from the ruthlessness of criminals. The top floor contained the highest-ranking constables and the commissioners who reported directly to Karsus and his cabinet. The 200 jail cells for each of the structures filled the maze beneath the building.

This building served the northern section of the enclave. Zacharia (LG hf F18), the Chief of Constables, had three immediate underchiefs who served her well: Chanteclaire (NG hf F7), Chantonay (NG hf A8), and Flamininus (NG hm P10). Underchief Flamininus served Zacharia in fashions of augury, such as locating criminals through the use of spells and verifying verbal accounts during court proceedings. Underchief Chantonay protected the building through use of quasimagical items and spells. Some said Branch One was the most impenetrable of the three. This was true, explaining why the most criminal of social violators were kept in the crypts below this building.

A friend of Chantonay had woven an impossibly complex series of spells throughout the labyrinthine jail cells, making it impossible to magically enter or exit the building. These interwoven spells reacted with teleportation magic, creating a series of flip-flopping effects that caused one of the following effects:

Roll	Effect
1	Duo dimension
2	Echo
3-5	Reflection
6-7	Refraction
8-11	Ricochet
12-20	Spell Failure

Duo dimension: The victim had to save vs. death magic or become two-dimensional (as the spell *duo-dimension)* for 4d4 turns. If the save was made, the victim was stunned for 1d4 rounds and ricocheted (see below).

Echo: When the magically transferred body and essence of the traveler came in contact with the prison's warding spells, a duplicate of the traveler was created as stated in the *clone* spell. Unlike the spell, however, there was only a 5% chance that the clone went insane because of the dual existence. The *clone* lasted for 1 month per level of the spell that was used to gain access into the warded building. If the clone killed the original caster, it continued on permanently in the caster's place. If it failed to slay its twin, it dissipated at the end of its duration.

Reflection: The spellcaster traveled farther than he had hoped, arriving 1d1000 miles away from his intended location.

Refraction: A successful saving throw versus polymorph changed this effect to that of Spell Failure (see below). If the save is failed, refer to Table 14 to determine the effects.

Table 14: Refraction Effects

d10 Roll	Effect
1-2	Diametric alignment shift. Alignment changes from neutral good to neutral evil, for example.
3-4	Weave Surge! Spellcasters suffer one point for each unused arc, wind, or song remaining. Nonspellcasters suffer 80 points of damage. All creatures gain a saving throw vs. spells to receive half damage.
5-6	Sex change.
7	Spellcasters lose 1d4 points from prime requisite.
8	Spellcasters gain one point on prime requisite but all magical items they posses are stripped away to the Negative Energy Plane.
9-10	Caster is affected as if by a *reincarnation* spell. A successful saving throw vs. death magic negates the *reincarnation* and inflicts 10d4 points of damage, which can only be healed naturally.

Ricochet: The victim was catapulted to a random location, If a planar-movement spell was used, the DM picks a random plane. If a *teleport* or intraplanar movement spell was used, the DM picks a random spot on Toril.

Spell Failure: The spell failed to work.

Constabulary Branch Two

Except as detailed below, this southwestern segment of Karsus's militia was identical to the first branch. Slightly off-plumb from the standard constabulary, this branch was nonetheless extremely efficient in exterminating the criminal element. After all, they wanted only their friends and illicit business partners to succeed in their sector.

The chief constable was a vile representative of the sepulcheric side of humanity named Michallon (CE hm A17). Though not a fighting man, he possessed many deadly spells and had contacts with back-stabbing marauders. He was entertained and supported by four individuals of like qualities who stayed with him due to fear-and the fact that they made a great deal of money. These four were: Bengel (CE hf F16), Bias (CE hm A9), Ezeddeen (CE hf F8), and Hacklander (CE hf F12). These underchiefs were each in charge of 12 constables who were deluded into believing that their jobs were to support and help the citizens of their section. They believed their overseers were the most honest people they had ever met. This bred in them a sense of awe when in the presence of the underchiefs, and Michallon inspired even greater awe.

The building had no magical protection surrounding its jail cells. Instead, the constabulary relied on the vigilance of its constables, who patrolled the maze of cells like soldier ants protecting their larvae.

Constabulary Branch Three

The constables who used this building served the eastern section of the city. This was probably the most crime-ridden part of Karsus, though each individual villainous event tended to be petty and localized.

Emblemat (NG hm P13) was Chief Constable, and he was supported by Cadogen (CG hm T14), Goddard (CN hf P5), and the mysterious Morian (CG hm P5). Each of these underchiefs served Emblemat with distinction, taking great pride in their work and expertise.

Petty crimes occurred constantly. The constables were forever on the move and just below their peak performance. Lack of sleep and a deepening sense of hopelessness occasionally eroded their confidence. The capture of a criminal helped lift their spirits, but it wasn't enough to combat the knavish element.

Emblemat initiated several plans in an attempt to shore up the sabotage to his people's self-faith. One program he created was to allow the constables to keep the reward money for any criminal they arrested—a policy not followed in any other constabulary in Netheril.



The three underchief constables were interesting characters. Cadogen was—secretly—a criminal from the Unity region, He spent the time from his late puberty until his 30th birthday robbing merchant caravans at night stops and watering holes. He was able to do this successfully for eight years before he was finally spotted. When he was discovered, he was sneaking away from a watering hole carrying a 35-pound gold brick scheduled to be transported to the mint at the Karsus Enclave. He dropped the brick in order to escape with his freedom.

Cadogen was never brought to justice, but he was caught once by a merchant named Chanragoupta (LE hm A6), who scheduled the young man to be hanged at dawn. Cadogen, a master thief by that time, was able to escape and flee with Chanragoupta's wife, Valleria (CG hm P5). Cadogen and Valleria later married, and they brought two children into the world.

Gallissoniere (CG hm T6) blackmailed Cadogen for many months, and the underchief paid the rogue with information about constabulary movements. After three months of enduring constant demands, Cadogen finally killed the man, claiming that Gallissoniere pulled a blade out and attempted to fight his way from arrest.

Goddard was one of the most loyal underchiefs. She loved her job and believed she did a good job at maintaining the respect of her staff. She was always available to talk to. She may not have had all the answers—and she would be the first to admit that—but she offered the best advice she could muster, or else turned the underling over to someone who could help.

Morian was a mysterious character. He blew into town with the first spring winds of 3512 NY. His first action in Karsus was to buy a small piece of property and apply for a position at the constabulary. Other than that—besides his preference to gray clothing and his ebon hair—nothing was known about the man. He spoke in a fluid, baritone voice without accent, and it was believed he had neither wife nor children. The shutters of his house were always drawn with no light beaming through the slats. It was rumored that a thief once entered his house but found absolutely nothing to pilfer—not even a piece of furniture. It was as though the man owned only what he forever carries with him: his one suit of gray clothing, a sword, a dagger, and a small bag closed with a wire loop clasped around his waist.

Dundaden's Armory

Dundaden (LN hf F19) was considered the finest living armorer in Karsus, if not in all of Netheril. She worked with two employees, Macchi (LN hm F12) and Lucio (NG hm P13) who weren't as talented as Dundaden, but their work was still exceptional. Together, the three smelted, pounded, carved, etched, and sold their wares.

Elemental Store

This store was odd, by anyone's standard. The two owners, Navailles (LN hm A16) and Urquiza (CG hf P11), sold pure elemental substances, such as gold, chromium, hydrogen, and others. Most alchemists and wizards needed the purest elements and chemicals in order to achieve perfection in their machinations, and the Elemental Store was a popular source for such ingredients.

The table below depicts the costs for the substances:

Element	Price	Per	Use
Aluminum	3 gp	brick oz	metals
Arsenic	8 gp	powder oz	poisons
Barium	15 gp	powder oz	smelting
Cadmium	11 gp	powder oz	smelting
Calcium	4 gp	powder oz	healing
Carbon	2 gp	powder oz	healing
Chlorine	4 gp	cubic ft	poisons
Chromiun	5 gp	brick oz	metals
Cobalt	6 gp	brick oz	metals
Copper	6 gp	brick oz	metals/coins
Fluorine	2 gp	cubic ft	poisons
Gold	20 gp	brick oz	metals/coins
Helium	4 sp	cubic ft	conveyance
Hydrogen	1 sp	cubic ft	conveyance
Iodine	13 gp	brick oz	poison/healing
Iron	6 gp	brick oz	metals
Lead	21 gp	brick oz	metals
Lithium	6 sp	brick oz	explosives
Magnesium	3 gp	brick oz	explosives
Manganese	6 gp	powder oz	smelting
Mercury	20 gp	fluid oz	spell storing
Molybdenum	10 gp	brick oz	smelting
Nickel	6 gp	brick oz	smelting
Nitrogen	2 gp	cubic ft	explosives
Oxygen	2 gp	cubic ft	breathing magic
Palladium	10 gp	brick oz	holy symbols
Phosphorous	3 gp	powder oz	explosives
Platinum	125 gp	brick oz	metals/coins
Potassium	4 gp	powder oz	explosives
Radium	22 gp	powder oz	poisons/healing
Silicon	3 gp	powder oz	construction
Silver	11gp	brick oz	metals/coins
Sodium	2 gp	brick oz	explosives
Sulfur	3 gp	powder oz	explosions
Zinc	7 gp	brick oz	smelting
Zirconium	9gp	brick oz	smelting

Enclave Architectural

With all of the unique architecture that existed in Karsus, there was a need for superb engineers to allow for remodels and expansions. The men and women of Enclave Architectural were some of the most renowned in the city. Not only did they draw up the floor plans, but they also contacted the builders and oversaw the labor themselves to make sure that work proceeded according to their meticulous schedules.

Gallery Steamers

This company, owned by Stuckley (NG hm A11) of Yeoman's Loft, manufactured trade boats that were often used to ferry cargo and passengers from one destination to another. Some people preferred to have their cargo and their bodies transported via the least magical way possible, and this mentality kept Stuckley and his company afloat, so to speak.

The supervisors that managed the shipwrights and kept everything running as smooth as possible were Rousselet (NG hm F8) and Flue (NG hf F15). The rest of the managers in the company—Apulee (NG hm A12), Fourcrow (NG hm P17), Gau (CG hf A8), and Bruck (NG hf A16)—were in change of the workers who cast the spells upon the ships that kept them from tumbling to the ground.

House Implement Wholesalers

This immense business resided in a five-story building. In the upper four floors, artisans and craftsmen forged appliances and household contrivances that were sold throughout Netheril. All of the items were quasimagical in nature, rendering them useless outside of an enclave's influence. This business was run by Babylas (NG hf P13), Clement (LN hf P17), and Cogan (NG hm P10), who shared in the business in every aspect. Such devices they were best known for were:

- *Ice Box:* This coffin-shaped box contained a conduit to the Paraelemental Plane of Ice and was used to keep food frozen.
- *Music box:* This small box contained 40 songs that played randomly when the device was activated. The device retained any song played within a 120-foot radius. Up to 20 songs could be retained, and the *music box* was unable to record anything further once it was full. *Music boxes* couldn't record music from other *music boxes*, making copying music from one to another impossible.
- *Stoker's Pit:* This stove and oven combination contained a fissure to the Elemental Plane of Fire. A second version called the *Stoker's Veritable Pit* was a cheaper variety that didn't contain a means to turn off the heat. This version was usually used in the frigid north, serving also heat in the home.
- *Water Pipe:* This device usually stood over a basin that had an outlet to the sewer. The water pipe contained a spigot and a link to the Elemental Plane of Water, giving its user an endless supply of cool water. They also said a device called the *Hot Water Pipe* which also contained a conduit to the Elemental Plane of Fire that produced scalding water on demand. Both of these items were very popular in Netheril.

Quasimagical Item	Cost	Weight	Saves as
hot waterpipe	250 gp	22 lbs.	ceramic
ice box	225 gp	300 lbs.	pottery
music box	1,000 gp	7 lbs.	ivory
Stoker's pit	500 gp	750 lbs.	metal +1
Stoker's veritable pit	350 gp	900 lbs.	metal
water pipe	150 gp	5 lbs.	glass

Institute for Sorcerous Imagery

This was the school of choice for those who would be masters at illusory and mind-controlling spells. Dillencraft (CN hm W30) was the Dean of Teachers as well as an instructor. The other tutors were Driander (NG hf A20), Galanti (CG hm A26), Sylberg (CG hm A23), Coletti (CG hf W29), Maleville (CG hf A21), and Holstmann (CG hm A20).

Inventor's Conservatory

This arcanist's college specialized in invention spells. The Dean of Teachers, Arconi (LN hm W30), kept a close eye on the seven other instructors: Belair (LN hf W27), Dolci (LN hm A24), Koler (LG hf A23), Ballarini (LG hf A19), Agassaz (NG hm A17), Staufehaus (NE hf A26), and Clayton (NG hm A26).

Ioulaum Industries

This business was created by Ioulaum, the archwizard responsible for the first floating city and the development of the *mythallar*. Ioulaum Industries was the singular entity within Netheril that created, improved, and provided material components for Ioulaum's finest creation: the *mythallar*.

The Karsus branch was managed by Ghazzalee (CG hf A22/C12), an accomplished arcanist and priest who desired organization and fairness in her dealings with others. Immediately under her were Fabbra (CN hf A17), Ryckaert (CN hf A20), and Theobald (CG hm A23). Fabbra governed the sales aspect of the business, assuring that those who sought Ioulaum Industry's services could both pay for them and were not working toward the destruction of Netheril.

Ryckaert administered the ongoing research and development of *mythallar* improvements. Possibly the hardest job in the company, Ryckaert managed, handled, coddled, and catered to the creative staff under him: a collection of loony and bird-brained misfits of the magic-wielding community who added improvements to the various *mythallar* projects.

Theobald was responsible for transporting various components of a *mythallar* from its point of sale to the purchaser's locale. This was highly dangerous work, and Theobald was always looking for guards (normally 10th level or higher) to secure shipments.

Ioulaum had little do with the business he started, preferring instead to concentrate on new magic, the source of Netheril's woes (the phaerimm), and an improvement to his longevity spell When he did arrive at the Karsus operation, he was normally there picking up a specialized component or just chatting with Ghazzalee.

Karmandon's Finery

Karmandon (LE hm T9) was a vicious man who earned his living by selling fine clothing and other "acquired" accouterments that completed an ensemble, such as brooches, earrings, bracelets, and other jewelry items. He backstabbed his "friends" whenever they weren't in earshot and the denied any allegations of wrongdoing, blaming it on hearsay speculation and giving extremely logical explanations why it couldn't have been him spreading such vicious rumors. Many considered him the most accomplished pathological liar in his field.

Toward the end of Netheril, he became worried about a slight drop in business. Chanragoupta's Exotic, a competitor with a flair with the numbers aspect of business—but with as much social conscience—was beginning to become more successful. To combat this, he began circulating the most vicious rumors imaginable.

Karsus Castle

This fantastic fortification was the living quarters of Karsus of Netheril, the ruling archwizard. The structure was majestic, mirroring most of the enclave's architectural wonders in its design, such as intertwining staircases, mystical portals that whisked one away to a remote location within its walls, and altered gravity planes.

Persons who sought an audience with the Archwizard had a wait ahead of them. Throughout most of the final days of Netheril, Karsus was busy fine-tuning his *avatar* spell, gathering material components, and investigating the activities of the phaerimm.

Laclos's Cremes and Candies

Laclos (CN hf P9) ran a chocolate factory that produced over 300 different types of melts, bonbon, truffles, and confections. Most of Laclos's delectable delights were actually created by Kiesewetter (LN hf P13) and Sneyders (NG hm F11) who were higher paid than Laclos herself—if for no other reason, than to make sure these two employees stayed with the company.

League of Noted Singers and Performers

This guild of actors, artists, mimes, marionette manipulators, and singers was a popular enclave of talent who were revered throughout Netheril. Though second only to the *Singers and Thespians Guild of Opus*, the League was the hardest-touring performers in all of Netheril. More people had seen these performers than any others.

Their performances were of well known playwrights like Alamos (NE hf B12), who was known for her depressing sagas of adventurers gone bad, Alciati (CG hm T10), known for his renditions of the socially shadowy figure who turns out to be a good guy all along, and Greengreve (CN hm A14), the author of dramatic stories of magical discovery and heroism. The League tended to refrain from performances that were anti-Netheril. With the state of affairs toward the Fall, they believed that such actions could be taken as subversive, and they wished to continue performing.

Library of Netheril

This five-story building featured a plethora of tomes and scrolls that detailed nearly everything from spellcraft to mountaineering. Not as complete as the libraries in the city of Yeoman's Loft, it still contained a wide assortment of literary works. The head librarian, Vincent (CC hm A10), headed a team of two other librarians, Linden (CN hm A9) and Penruddock (LG hf P16). Anyone who was looking for a specific book sought the assistance of one of these people first, as the library was so vast that a particular tome might never be found otherwise.

Beltcher (CN hm B14), Degliangeli (NE hf B12), and Ebrard (CN hm P11) were well versed in the histories of Netheril and they spent a vast amount of their time pouring through the material in the library.

Miners' League

This guild of miners and ore extractors specialized in the removal of gold. The owner of the company, Gneissenau (NG hm A15), came up with a new, alchemical way of mining for gold in around 3515. He needed very little money, so he was able to pick and choose his investors carefully. After just two years, Gneissenau paid back the investors, giving him full control of the company.

This process, known as metallic extraction, was a simple procedure. Miners poured mercury over the gold lodes, and the mercury dissolved and absorbed all the gold it contacted. The gold-laden mercury was sucked up using a conduit to the Quasielemental Vacuum plane (prevented from entering the quasiplane by the use of a thin screen), and the weight of the mercury simply forced it to drip into a holding tank. The captured mercury was then poured into a boiling chamber that was heated by a fissure to the Elemental Plane of Fire, and the mercuric steam was captured and cooled in a second chamber that was kept frigid by use of a Paraelemental Ice duct, allowing the miners to reuse the mercury. What remained in the boiling pot was simply one thing: pure, 24-carat gold-and the only way known to get gold that pure.

Gneissenau hired a battery of individuals to help him run his business. Lebreton (NG hf F11) and Philo (CG hm A8) ran the Delver's Consortium, to which all 300 miners belonged. Jackson (CN hm A13) supervised the metallic extraction. Wackernagel (CN hm A11) and Ochsenbein (LN hf A22) had the important job of managing the arcanists and elemental seers who scoured the world seeking the best place to discover the next lode.

Mardon's Mountaineering

This small school taught mountaineering skills to those who sought to climb Netheril's peaks and sheer ice faces. It was a demanding school, but fatalities were unheard of within its walls due to the magical protections in place (such as quasimagical *rings of feather fall)*. Once outside the city's *mythallar* range, however, fatalities did occur.

The interior of the open-roofed building contained a variety of walls, each of which contained a few strategically placed hand holds. The walls got progressively harder, with the faces falling back in on themselves and forcing climbers to maneuver themselves around unclimbable obstacles. Testing of climbers usually occurred during rain storms, as the instructors considered this to be the typical conditions that a climber would face outside of the enclave.

It took roughly 3 months of intense work before a student learned enough for practical application outside the enclave, and the classes cost around 150 gp (plus equipment).

Museum of Heavy Magic

This museum was a curious site for everyone who visited Karsus, for it was the only one of its kind. The building, three stories tall, had 52 huge, cabaret-sized rooms filled to the ceilings with *heavy magic,* and each of the rooms had a different mixture of spell effects to create a sort of entertainment and historical archive of Netherese events.

The museum was a collection of illusions and phantasms that recreated important events from Netheril's past, such as Ioulaum's creation of the *mythallar* and the rising of the first Netherese city, and others. Of course, such illusions were created by Karsus, and his viewpoint was slightly skewed from that of some sages. One even remarked that they were surprised that Karsus didn't help Ioulaum create the *mythallar* in the museum's version of events.

The first few times that one entered a *heavy magic*- laden room there was a wave of nausea. However, once the illusory and hallucinatory effects took over, all the side effects disappeared. Until the room was exited or the effect had run its course, the visitor could react to the illusions created with complete safety of life and limb. Of course, there was always the odd patron who suffered a heart attack when visiting the Orc Attack Exhibit.

Mythallar Housing

The heavily guarded building was made of a metallic material which had been forged to looks like the cell walls of a prison. This allowed the blue light and the raw power of the twin *mythallars* to shine through. A strange set of mirrors above the building reflected the raw magic back to the ground, scattering and reflecting it throughout the enclave. The mirrors also allowed the *mythallars* to control the flow of wasted magic that would normally rocket skyward and never be used.

Karsus had been working on a plan to install a set of these mirrors along the outer edge of the enclave in order to reflect unused power back at the *mythallar's* mirrors in hopes of creating a "standing wave" which would then exponentially increase the amount of power available, but a sage, Eugenius (LG hf W10/P20), warned him that doing such an action may very destroy the whole enclave, creating the greatest fireworks display ever seen. The plan was laid to rest.

Karsus had three people in charge of the building, maintaining security and monitoring the output of the two *mythallars:* Dewez (CN hf A13), Haym (CE hf A12), and Salix (CG hm A15). All three

of these individuals shared the same responsibilities, but on different shifts. A fourth person, Cowper (CE hf A8), aided the others at various times.

Netheril Mint

This highly patrolled building was one of three that minted coins used throughout Netheril. The other two buildings were found on the Ioulaum and Delia enclaves. Each of the buildings were magical fortresses, protected by wards that prohibited the use of every imaginable spell or spell-like effect from entering and stealing the plates or freshly minted coins. For all intensive purposes, it was literally impossible to enter the building unwarranted and steal anything. The usual effect for attempting to steal into the buildings was death or banishment into the Negative Material Plane-which means eventual—yet quick—death.

Each of the pyramid-shaped coins of Netheril had a magical essence incorporated into their design which made it possible to determine real coins from counterfeits. Acting like a prism, a three-dimensional image of a flying city above a forested landscape could be seen on the reverse of the coin. The front of the coin had a bust rendition of Nether the Elder, with the minting year at the bottom center and the words *E Magicus Unum* along the top. Under the left side of the bust, a letter designated the place of minting ("D" for Delia, "I" for Ioulaum, and "K" for Karsus).

The Netheril Mint in Karsus employed 100 people, all supervised by six individuals. The guards were led by the valorous Everdingen (LG hm Pal18) with his two lieutenants Szematseen (LG hm R14) and Fieschi (LG hf F10). The two lieutenants followed Everdingen's every word, not allowing any law to be broken. There were no grays in the laws to these three. Debac (LG hf P11) protected the mint's front doors, scrying and maintaining security by assuring that no coins were removed from the building. Elgiva (LG hf AZ4) and Evemerus (LG hm A19) led the battery of wizards who produced the prismatic effect on the coin's surface.

Mythomian Warehouse

Owned by Adrian Freeman (CN hm F16/A13), this warehouse was basically used to hold frozen meats and fish. A permanent *ice storm* and several open conduits to the Paraelemental Plane of Ice kept the whole building frigid. Few people used the warehouse though, as a few warehouses closer to the docks were quickly taking away its business. Even Mythomian Warehouses's cheaper prices weren't enough to warrant its continuation.

Adrian Freeman and his *Neth Underground for Freedom Fighters* used this warehouse as their headquarters. They were striving to free the enclaves from the "tyranny of the archwizards." The movement had support, but it never spread much farther than the Karsus Enclave.

Adrian had several employees working for him. He kept a close eye on them because there were several he didn't completely trust. These workers were: Beaufort (CG hm P9), Debay (NE hf A11), Trebonius (CG hm A1G), Bagshaw (LE hm A14), and Whichcoot (LG hm F11).

Bagshaw and Debay maintained the paraelemental conduits and the *ice storms*, occasionally shoveling the excess ice out the back door to be melted by the sun. Trebonius maintained the books (heavily audited by Adrian himself), while Beaufort and Whichcoot took shifts protecting the warehouse from would-be thieves.



Pomart's Fishery

This fishery had nearly 100 employees scattered throughout Netheril, running fishing boats in all the major lakes. Most of these workers, however, labored in the *Narrow Sea*, running large, net-driven ships that caught fish and then froze them through use of a portal to the Quasielemental Plane of Ice. These fish were then sent throughout Netheril from Pomart's Fishery.

QM III

QM III was the leading source of wholesale quasimagical items. From home furnishings to personal protection devices of all kinds, they had it all. In fact, they had the most complete selection of magic and quasimagical items in all of Netheril. The DM is strongly encouraged to use the ENCYCLOPEDIA MAGICA™ tomes to determine the cost for such items, using the prices listed for real magic items and half the price for quasimagical items.

QM III was one of seven magic shops owned by Parzal the Outrageous (LN hm W31/C16). Parzal was a young-looking man who stood 6' 2" tall, weighed 170 pounds, and had piercing blue eyes. His black hair was always worn in the latest style.

His father was a ranger born on another world, while his mother was a spellcaster from the far east. When Parzal was five years old, a sohei from the Monastery of the West Wind entered his house, assassinated his parents, took Parzal and his brother, stole all the family's wealth, and burned the house to the ground. The sohei dropped Parzal into the Dunes of Death (an ocean of sand more than 2,000 miles across), because they felt he was too strong-willed to be subjugated properly, and they eventually sold Lampris into slavery.

After seven months of harsh survival, wandering priests happened upon the boy and took him to their monastery. At the age of 25, he became a brother in the monastery. On his 30th birthday, the monks revealed that—many years ago—they had heard of a young boy who showed the greatest of promise in the mystic arts. They appointed their sohei to bring the boy to the Dunes of Death to see if he had the tenacity to become a monk. In payment, the sohei could steal whatever he found in the house. That young boy was Parzal.

Awe struck and slack-jawed by the news, Parzal fled the sanctuary, vowing to avenge the death of his parents and his brother's apparent sale to slavery. He searched the world for his brother but never found any evidence of him.

Disillusioned, Parzal threw his efforts into magic, working on spells and writing a book about his experiences, Parxal's Perils. He had this manuscript transcribed 1,000 times and was amazed at how quickly the books sold. One purchaser, Mortimar (NE hm A23), contacted Parzal with a business proposition. This offer entailed the creation of a magic shop to sell Parzal's books, as well as a storehouse for every imaginable spell component. The sales of his books soon allowed this new partnership to expand into seven stores in only one year (the store in Karsus was the third).

Soon, Parzal gave Mortimar control over the business end of their shop, QM III. Mortimar handled the sale and purchase of items and components. In the meantime, Parzal wrote books.

One day, an individual came into the shop and requested a curse be placed upon a man immorally involved with his wife. Parzal agreed to help the man, especially when he offered 100,000 pieces of platinum for payment. Parzal searched Netheril for his would-be-victim and placed a horrid curse on him. Unfortunately, the man turned out to be an official in the Karsus enclave government. Parzal's face turned up on wanted posters throughout Netheril.

Parzal fled back to QM III where his partner, Mortimar was frantic with worry. Mortimar devised a plan to announce Parzal's death from an experiment gone awry. Parzal agreed to the plot, and the constabulary stopped searching for him once Mortimar conveniently "found" a body in an alley with a shattered *amulet of life protection*, claiming that it once belonged to Parzal.

Mortimar then had Parzal's name removed from the ownership documents. Once this occurred, Mortimar let slip that he set Parzal up so he could take over the business. After hearing his former partner gloat over his achievements, Parzal fled QM III in disguise and began working on his most feared spell: *Parzal's revenge* (of which no copies currently exist). He inscribed the spell down on scroll paper, cursed the scroll, and placed a preamble onto the page that stated that the scroll was a "Promotion to Vitality and Stamina."

Disguised as a lowly fighter with no possible way to read scrolls, Parzal entered the shop and asked the item's worth. Mortimar read the preamble and agreed to buy the scroll-for a measly 50 gp. Mortimar thirsted for a Constitutional bonus since he recently lost some vitality when he made a permanent magical item, so he read the scroll. The curse quickly overcame him. When he was done reading the scroll, he was only a shell of a man.

Parzal's closest friend, Archmeagan (LG hm A19), took over the business. Mortimar, looking for a way to end his torment, confessed to cursing the Karsus government official, even though he didn't do it. Seven days later, he was put to death. Parzal came out of hiding and was sentenced to 60 days in prison for falsifying his death.

Archmeagan planned to turn ownership of QM III back to Parzal when he was released from prison; Parzal swore not to let anyone else run his business again. He also planned to take a long vacation in the south immediately upon his release. **Note to the DM:** Parzal survived the fall of Netheril because he was on vacation in the south.

Rualadeen Arms

Considered by most as being the finest weaponsmith in Karsus, Rualadeen (LN hm F21) was best known for his polearms and huge, two-handed swords. His weapons had an uncanny ability to maintain a honed edge as well as a tenacious resistance to rust and corrosion. Rualadeen Arms' weapons each gained a +2 on any applicable saving throw versus magical effects or rust attacks.

Rualadeen has recently hired two women, Sleda (CG hf P12) and Cheron (CN hf F13), to help him meet the increase demand for his weapons. In all weapons created, however, his hand was still involved in order to maintain the quality that allowed him to prosper.

Shadow Consortium

A student in Karsus's academy for magic, Shadow (LN hm W28) published a much-criticized document about demiplanes. Unfortunately, the concept of demiplanes wrought frantically on the common thinking that all planes originated from Netheril like branches upon a tree. What he hoped would provide him a perfect score at the school turned into complete exile and looming death. Threatened on more than one occasion, Shadow was about to go underground and disappear from Netheril when

Karsus offered him sanctuary and complete autonomy to continue his studies. Shadow agreed, and Karsus gave him this building to study in.

The building was completely protected from all manner of scrying, *teleport*- like spells, and planar movement spells and effects. This rendered Shadow safe and cozy from the hired assassins sent by angry archwizards. Shadow invited other "underground" researchers to help him in his investigation, and Karsus financed the whole operation. Eleven years later, with permission from Karsus, Shadow published a work on the Demiplane of Shadow entitled *Shadows: The Palpable Cohesion of Formless Corporeality*. This explained the whole demiplane fiasco (as well as quasielemental planes) in such a way that previous beliefs on planar mechanics were not rudely discounted. The ban on demiplane research was lifted, and Shadow was exonerated of all charges. Unfortunately, a few years later, an assassin who had yet to be called off the hunt found Shadow and murdered him.

Karsus turned the building into a shrine for the research of demiplanes, quasielemental, and paraelemental planes. For the most part, this building was nothing more than a museum dedicated to the renegade research performed by Shadow, though at the topmost level research continued. The inquisitive studied the possibilities of anti- and semiplanes. The head researchers on this seemingly hopeless project were Alkindus (LG hf W29), along with her assistants, Janin (LG hf A27), Pringle (CN hm P22), Vanderanus (LG hm A20), and Blamira (N hf P20).

Transgate Industries

There were several companies that specialized in the creation of gates in Netheril, but Transgate Industries was the most revered. Throughout their 120-year history, they never had any problems with their magical gates: they were reliable, safe, and always got their passengers to their destinations.

The company was started by a married couple named Ocelot and Ytartia. Both spent a great deal of time researching gates and intraplanar travel of all kinds. Through this seven years of analysis and testing, they were able to create the most stable gates ever seen in Netheril. Oddly enough, when one used one of their gates, there wasn't a one-round confusion as one regained lost bearings (similar to the effect of a *dimension door* spell). For some reason, they were able to instill a sense of relational location equilibrium into the equation—something that the other gate companies never accomplished.

When Ocelot and Ytartia died, ownership of the company passed down to their children. Shander (CN hm A14), Thamer (LE hm A18), and Acciajuoli (NE hf A15) were able to take their parents' company and move it to heights unknown.

University of Definitive Archwizardry

This institute of higher learning didn't attempt to specialize. Instead, it hired the best it could in the three fields of spellcasting and created the best and the highest-priced school in Netheril. The archwizard Baden (NE hf W31) was the Dean of Teachers as well as an instructor of variator spells. Oudinot (NG hf A21) was a teacher of mentalist spells, Tudor (NG hm A26) was a tutor of Inventive spells, Aleman (GE hm A23) was an instructor of variator spells, Cheberk (CG hm A24) was a professor of inventive spellcraft, and Daa (GG hf A27) was a teacher of mentalist spells.

Variator's Intelligentsia

This large college might the finer points in the variation field of spellcasting, specializing in the creation of high-powered real magical items and *mythallars* (once the *mythallar* classes are taken, there was nothing more the school could teach). Arrias (CG hm W29) was the Dean of Teachers who headed a staff of some of the finest minds in all the field. Carvajal (CN hf A23) was a master at elemental conversions, Scribani (CG hf A21) was skillful at conversion between kingdoms, Heritier (CG hm A18) was an authority at affecting the mental patterns of living beings, Darius (CG hf A22) was skilled at elemental variations, and Heroicus (CG hm A26) had no equal with elemental beings and their control.

Yousouf's Grocery

A retired adventurer, Yousouf (NG hf F6) decided it was time to place the sword above the mantle when he suffered a debilitating injury—he lost his shield hand from an ogre's blade, lost almost half his intestines from the hungry fangs of a mountain lion as he lay on a frozen glacier waiting for death to take him, and lost most of his toes from frostbite as his rescuers were dragging him to Yeoman's Loft.

A friend of his living in the Karsus enclave, Ihre (LG hm A14/C7), heard of his plight and immediately ran to his aid. Using every ability at his disposal, Ihre tried curing spells to aid his friend's incredible wounds, but the injuries were beyond his ability to cure. Partially successful, Ihre had to remove the toes before they turned gangrene.

NPCs

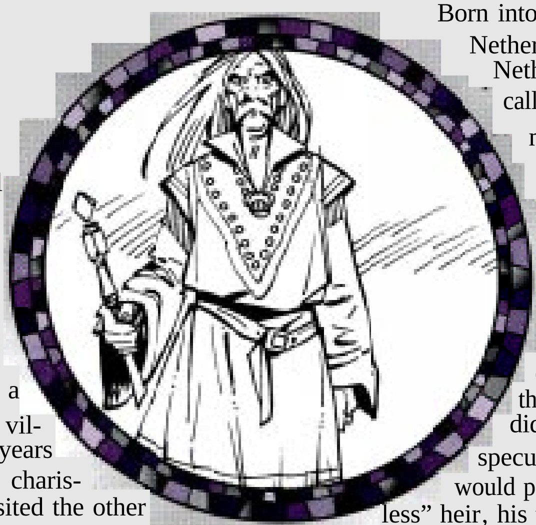
The rulers of the enclaves and other cities detailed below, arcanists who helped shape Netheril and important personages that the player characters are apt to run into while exploring the realms of Netheril. Like the Concordance, this material is divided into the various ages of Netheril, making it easier to locate specific NPCs for the ages in which player characters are adventuring. Unless otherwise noted, all of the NPCs are humans.

The First Age

The First Age of Netheril was characterized by the first hints of magic. While holy men and women of the gods existed, they were overshadowed by the powerful warlords who led battle after battle against the orc, goblin, and kobold hordes.

Nether the Elder

Birth/Death: -30 DR-32 DR
Alignment: Neutral evil
Class: 12th-level fighter/8th-level priest (Tyche)
Hit Points: 76
Str 18 (36); **Dex** 12; **Con** 16; **Int** 14; **Wis** 15; **Cha** 16



Known to many as the Founder of Netheril, Nether the Elder was a priest of Gers who rose to rule the village of his namesake about 10 years before the creation of Netheril. A charismatic and driven priest, Nether visited the other nearby villages and convinced their leaders to band together under his leadership.

Once Nether possessed true power, the depths of his greed and ambition became clear. Instead of seeking to rule the villages in a just and fair manner and to protect them from marauding monsters, Nether instead set about plundering resources. He ordered all of the villages' treasuries to be stored in Gers, assembled the militias into a single army under his leadership, and then established himself as the dictator of Netheril.

Nether was killed by the quick thrust of a poisoned dagger during the Reigning Ceremony, the annual celebration to mark his elevation to ruler of Seventon. The assassin escaped completely, but his vague shape was widely believed to belong to that of Nether's son, Nether the Younger.

Nether the Younger

Birth/Death: 11-87
Alignment: Neutral good
Class: 12th-level ranger
Hit Points: 86
Str 17; **Dex** 16; **Con** 17; **Int** 15; **Wis** 15; **Cha** 13

Born into the ruling family and heir to the Netheril, "empire," Andril Nether—Nether the Younger as his subjects called him—was a bright and cheerful man who enjoyed the outdoors. He frequently led scouting parties out onto the nearby plains to search for marauding orcs and became good friends with many of the commanders of Netheril's militia.

Alandril was bothered by his father's successes, however. It was obvious to those that were close to the royal family that the young ranger didn't share his father's ideals, and speculation was that Nether the Elder would pass rulership to another "more ruthless" heir, his third son Darzal (NE hm F9).

Such speculation was quickly laid to rest when Neth the Elder announced plans to abolish the rulers of the other villages and oversee the Seventon region from his home in Gers. During the night celebrating Nether the Elder's succession, Alandril killed his father (or so popular accounts relate).

Terraseer

Birth/Death: Unknown
Alignment: Neutral
Class: 35th-level arcanist
Hit Points: 72
Str 17; **Dex** 17; **Con** 16; **Int** 22; **Wis** 24; **Cha** 15

Very little was known of this individual, and the Terraseer seemed to relish in his mysteriousness. Whomever he or she was, the Terraseer always appeared when a problem arose and soon disappeared once the dilemma was solved. The Terraseer bore witness to many

of Netheril's crowning achievements but was mysteriously absent for the fall of Netherese civilization.

Few believed that the Terraseer was an actual human, for his first documented appearance was in 205 NY, when he showed the early Netherese how to hide and fight a league of orcs pouring from the mountains. His last documented appearance was in 3514 NY. He arrived in the enclave of Karsus and warned that the goddess Mystryl was about to face her greatest challenge—one that could alter the way the Netherese viewed magic for all time.

The Nether Age

This was the beginning of the first true age of learning for the Netherese. The discovery of the *nether scrolls* provided a glimpse into the magical might that awaited the Netherese, and many of the most prominent personages of the time sought some type of control over magic.

Congenio Ioun

Birth/Death: 364-1319
Alignment: Neutral good
Class: 20th-level arcanist (inventor)
Hit Points: 53
Str 11; **Dex** 19; **Con** 17; **Int** 18; **Wis** 14; **Cha** 13

One of the few arcanists who didn't involve himself in the creation of spells, Congenio Ioun was an arcanist whose name yet lives in the annals of time because of his greatest invention—the *ioun stone*. During his long life, Congenio created 30 different type of *ioun stones* (these are detailed in the *Encyclopedia Arcana* supplement).

Congenio was always seen with his *ioun stones* circling his head, and it was rumored that one of Congenio's creations was responsible for his long life. He was also a suspected student of the Terraseer, but that was one topic the sly arcanist always seemed able to avoid.

Mythallar Era

The creation of the *mythallar* by Ioulaum in 845 afforded the small towns and villages of Netheril greater protection against the might of the monsters that sought to overtake the fledgling nation. While most of the *mythallars* were placed on the floating cities, many of the groundling cities chose to place one in their midst as well, controlling the weather and providing the power for quasimagical items as needed.

Halavar

Birth/Death: 974-1068
Alignment: Lawful good
Class: 18th-level arcanist (inventor)
Hit Points: 29
Str 16; **Dex** 15; **Con** 14; **Int** 19; **Wis** 13; **Cha** 17

Halavar was a widely known arcartist who was well liked in the community of Palter. He spent a great deal of his time entertaining children and young adults, puppeteering a collage of marionettes and punchinellos. The basic themes for his productions were tragedies based on heroic Netherese warriors, criticisms of Netkerese Mestyle, and satires of public figures and archwizards. This third form of entertainment, however, constantly got him into trouble with the bureaucracy.

His greatest claim, however, came when he invented Halavar's *universal pantograph*. This device duplicated any nonmagical item placed in it. Even though it would work but once per day, the item could reproduce anything—even living matter. When the fact that the device could clone young children and adults, creating an exact duplicate (even down to the personality), the followers of Selûne and Tyche rose up against the city of Palter in order to lynch the creative arcanist. He immediately left his city and was ruthlessly killed by bandits who wanted the device. The device was never found again, but its whereabouts have been theorized to be somewhere west of Netheril.

Ioulaum

Birth/Death: 544-Unknown
Alignment: Lawful neutral
Class: 41st-level arcanist
Hit Points: 73
Str 14; **Dex** 15; **Con** 16; **Int** 21; **Wis** 18; **Cha** 16

Ioulaum was one of the greatest archwizards of Netheril. He was responsible for the creation of the *mythallar*, which allowed quasimagical items to function without the use of expensive and Constitution-wasting *permanency* spells. Many considered him to be the Father of Netheril.

In approximately 3488 NY, Ioulaum transformed himself into a lich, since life-supporting magic and potions ceased functioning as the phaerimm's *life drain* and *magic drain* spells permeated Netheril. Interestingly, about two months before the fall of Netheril, Ioulaum abandoned his enclave for the seclusion of the Savage Frontier. His exact fate remains a mystery.

The Silver Age

The Silver Age of Netheril was best characterized by a desire to seek out new minerals, magic, and other wealth. The opening of the mines of Dekanter kicked off the age, and it continued until the birth of Chronomancer.

Noanar

Birth/Death: 1505-1559
Alignment: Chaotic neutral
Class: 21st-level arcanist (inventor)
Hit Points: 55
Str 16; **Dex** 15; **Con** 16; **Int** 19; **Wis** 12; **Cha** 10

Noanar was a wanderer who traveled up to Netheril from some "unspeakable location south of Netheril." He settled in Canlespiere and quickly developed into an outstanding arcanist who was consumed with the discovery of fire-related magic, His spells became staples in the retinue of powerful arcanists and he was given the title of the Fire Warden by Ioulaum in 1535.

The arcanist's testing of spells was primarily conducted on the battlefields surrounding Canlespiere. Ogres were easily found if one knew where to look, and the Fire Warden was quite proficient at getting their attention. He was killed in a skirmish with the ogres of the area, and they dragged his body off with them.

Sadebreth

Birth/Death: 1319-1498
Alignment: Neutral good
Class: 15th-level priest (Mystryl)/22nd-level arcanist (variator)
Hit Points: 72
Str 14; **Dex** 12; **Con** 15; **Int** 18; **Wis** 18; **Cha** 13

This arcanist was unhappy with the fact that many of the godly Winds were not duplicated in the fields accessible to arcanists. He spent much of his life trying to duplicate the effects of priest spells into usable arcanist forms. He spent 50 or so years perfecting two spells *(reincarnation* and *control undead)* from his home in Imbrue.

Despite little to show for his efforts, Sadebreth remained true to his faith in Mystryl. Unlike the other archwizards, he felt that there was something truly divine about the gods.

Tolodine

Birth/Death: 1444-1501
Alignment: Chaotic neutral
Class: 27th-level arcanist (inventor)
Hit Points: 37
Str 11; **Dex** 10; **Con** 16; **Int** 17; **Wis** 16; **Cha** 12

A student of Sadebreth, Tolodine also concentrated on the "winds," but his versions were much easier to research than his mentor's. He resided in Imbrue until his death from old age in 1501.

Trebbe

Birth/Death: 1567-1622
Alignment: Chaotic neutral
Class: 28th-level archwizard (mentalist)
Hit Points: 48
Str 11; **Dex** 14; **Con** 13; **Int** 19; **Wis** 14; **Cha** 13

The archwizard Trebbe was probably one of the most prolific spell creators of Netheril. His area of expertise, magic that protected the arcanist, permitted spell duels to last beyond the first fleeting moments of concentration as well as increased the life spans of those arcanists who experimented with volatile magic (including Karsus's experimentation with *heavy magic).*

In 1592, Trebbe established the enclave of Shadowtop Borough. It was a center for magical research and trade with neighboring humanoids, but it was also the site for the creation of an evil and twisted artifact, the *Crown of Horns.* A spellcasting accident in 1622 killed Trebbe while he was completing work on the *Crown of Horns.*

The Golden Age

This was the greatest period in Netheril's history. As such, there were a large number of arcanists and others who helped to shape its future—and decide its fate. Many arcanists were only concerned with creating spells that would grant them name recognition or creating a floating city that they could rule over.

Aksa

Birth/Death: 1670-1840
Alignment: Chaotic neutral
Class: 23rd-level arcanist (variator)
Hit Points: 63
Str 11; **Dex** 16; **Con** 16; **Int** 20; **Wis** 18; **Cha** 12

Aksa the Destroyer was a scraggly haired arcanist who sought control over magic that destroyed or altered objects. He was a fierce man who was prone to sudden actions, many of which were poorly planned. He lived in a large home in the island city of Harborage, a structure that was always in need of emergency repair. He created a variety of useful spells in his 170 years of life.

When experimenting with his *disintegrate* spell, Aksa disintegrated one-inch holes through the north wall of his house. He had expected an entire section of the wall to disintegrate instead, and was rather surprised that the spell was behaving this way. He was so enamored with the effect, however, that he cast the spell two more times, causing the entire north face of the house to collapse. He shrugged his shoulders and began experimenting with altered versions on the south wall while builders scurried to repair the damage.

Aksa was gruff and hard to get close to, but his rough demeanor was just an act. He was especially fond of children, frequently taking time out of his research to disguise himself as a street vendor and perform for the children. His disguise fooled no one in Harborage, but his shows were quite entertaining and frequently contained a message for the adults in his audience.

Anglin

Birth/Death: 1830-1938
Alignment: Chaotic good
Class: 21st-level arcanist (inventor)
Hit Points: 45
Str 12; **Dex** 18; **Con** 15; **Int** 19; **Wis** 21; **Cha** 15

Anglin of Seventon was responsible for many of the prismatic-based spells. Living in Seventon, Anglin was constantly worried about shielding himself and the town from attack. Thus, many of his spells dealt with watching for danger *(magic mirror),* shielding himself from attack *(prismatic sphere),* and dispersing attacking creatures *(prismatic spray).* He was a very respected general in the Seventon militia.

The arcanist also ran a small school in Seventon called the Summoned Sorcerer. From here, he taught those that desired to learn spellcraft the nuances of magic, asking only in return that they serve in the Seventon militia for at least five years after he finished training them.

Anglin was killed when a spell he was researching (tentatively called *Anglin's gateway)* backfired, sucking him through a mystic portal.

Brightfinger

Birth/Death: 2141-2373
Alignment: Neutral evil
Class: 16th-level arcanist (variator)
Hit Points: 37
Str 12; **Dex** 18; **Con** 15; **Int** 19; **Wis** 16; **Cha** 19

With all of the interest that other arcanists paid on creating spells that blew things up, Brightfinger was amazed that the archwizards weren't demanding a more practical application for magic use. Taking his lead from a priest he grew up with, he started experimenting with giving arcanists some of the useful magics that priests wielded.

While he did create a spell that produced light, he earned acclaim among his peers for creating *Brightfinger's dancers*, a spell that created "mischievous" light sources. He was so impressed that the other arcanists could be intrigued at such a spell that he set to work on a more improved version that would detonate when someone followed it. It's unknown whether he actually finished it or not.

Brightfinger never chose to seek archwizard status, choosing instead to live in the quiet community of Canlespiere. For some reason, he was marked for assassination in 2370 by a rival and was finally killed in 2373 by the Ashwind Assassins, so named for their calling card of leaving nothing but intermingled ashes of their victim in their wake.

Chever

Birth/Death: 1894-1960
Alignment: Chaotic good
Class: 31st-level archwizard (mentalist)
Hit Points: 52
Str 9; **Dex** 14; **Con** 17; **Int** 20; **Wis** 15; **Cha** 11

Chever was a man driven by discovery; even more so by the preservation of knowledge. In 1933, he established the floating city of Opus and set about creating a network of colleges, universities, and theaters to both preserve the knowledge he had acquired and demonstrate to Opus's citizens the usefulness of such social structures.

Unfortunately, he was also driven to create new spells. His *simulacrum* spell proved quite useful, and archwizards across Netheril saw the usefulness of the simulacrums immediately. But his thirst for knowledge led him to the planes, and his *contact other plane* spell eventually cost him his life when he leaped through a *sphere of annihilation* in 1960.

Apprentices claimed his final days were ones of desperation. He spent ever-increasing amounts of time in study, discussing matters of importance with whatever extra-planar creature he was in contact with. His notes, which were usually well organized and complete, were nothing but gibberish when they were finally collected.

Chronomancer

Birth/Death: 1652-1764
Alignment: Lawful neutral
Class: 26th-level arcanist (variator)
Hit Points: 33
Str 15; **Dex** 15; **Con** 12; **Int** 19; **Wis** 16; **Cha** 13

Chronomancer was born as Jeriah Chronos, adopting the nickname of Chronomancer after he created his first time-oriented spell. He was a haughty and determined young man who was constantly concerned about appearances. A running joke around the arcanist was that if he ever made a mistake in public, he'd simply go back in time and correct it. Since time travel didn't work like this—a fact known by the other arcanists—such jests merely served to make the spellcaster even more self-conscious.

His concern about appearance made him always looking for *potions of longevity* and other aging remedies. Like many of the archwizards, he considered aging to be a "curse placed on the Netherese by the gods that served to prevent arcanists from discovering the source of the gods' power and usurping them."

Despite his haughty attitude toward the gods, he did care enough for the nation of Illusk to give his life to the cause. Standing nearly alone before a massive orc assault, Chronomancer was grievously injured and died eight years later. Had he accepted healing from the gods, he probably would have lived.

Cragh

Birth/Death: 1759-1865
Alignment: Neutral good
Class: 22nd-level arcanist (mentalist)
Hit Points: 40
Str 12; **Dex** 16; **Con** 15; **Int** 17; **Wis** 15; **Cha** 14

Cragh "dwarf-friend" was the premiere archwizard for the city of Northreach throughout the 1800s. Born deaf, the young man applied himself rigorously to the mystic arts and became widely respected among the Netherese archwizards.

The deaf arcanist was also highly respected among the dwarves of Ascore, and he visited their stronghold frequently. He spoke only in sign language, although a rare syllable or two escaped his lips during spellcasting. Surprisingly, most of his spells he could cast without verbal components, but 8th- and higher-level spells still required him to speak to draw upon their power.

Dace

Birth/Death: 1962-2083
Alignment: Neutral evil
Class: 16th-level arcanist (mentalist)
Hit Points: 37
Str 10; **Dex** 12; **Con** 13; **Int** 19; **Wis** 16; **Cha** 15

A devout follower of Mystryl, Date spent his entire career at the mosque in the Ioulaum enclave. While in service to the lady, he created a variety of language-based spells, but his first and foremost task was venerating Mystryl.

Dace's actions won him few friends in the archwizard community, since they believed the gods to be just one step above themselves in power. Many criticized Date about his career choice, telling him he should have "chased the winds" and become a priest.

His death was the fault of the other archwizards, who actively worked against him in his attempt to discover *potions of longevity* and other life-extending magic. His tormentors felt it best for him to reach Mystryl's "embrace" as quickly as possible, and they made *sure* that when he finally discovered a *potion of longevity* that it was cursed, aging him instead of erasing the lines of old age.

Decampus

Birth/Death: 2227-2693
Alignment: Lawful neutral
Class: 16th-level arcanist (mentalist)/20th-level bard
Hit Points: 45
Str 15; **Dex** 14; **Con** 13; **Int** 17; **Wis** 14; **Cha** 17

Lady Decampus was a marvel of spellcasting, though she never took the craft as seriously as others would have her. She created her only spell —*Decampus's alarm* —at the tender age of 13 and then attended arcanist universities in Seventon and Ioulaum. By 2350, however, she was tired of the in-fighting between the arcanists in their eternal quest for power.

She left Ioulaum in 2363 and began wandering the lands of Netheril, spending months in even the smallest village to hear what the townspeople considered "important" occurrences. Many times, she would stick around long enough to use her magic to help a small community before moving on to other sites.

The "Singing Lady," as she quickly became known, always traveled with a harp made of mithral, which was a gift from the elves of Cormanthyr, and a handful of apprentice bards. She was killed in a spellbattle with the archwizard Delzjhava while exploring Netheril's frontier.

Dethed

Birth/Death: 1869-2021
Alignment: Chaotic neutral
Class: 18th-level arcanist (inventor)
Hit Points: 35
Str 14; **Dex** 13; **Con** 12; **Int** 19; **Wis** 15; **Cha** 11

Dethed holds perhaps one of the most dubious records in Netheril: He transformed himself into a lich at the ripe old age of 25 years. During his unlife, he created a variety of spells that were harmful to living creatures, and he greatly enjoyed creating magical traps that killed the living.

Known as the Death Lich, the arcanist spent almost all of his time holed up in his laboratory on the enclave of Ioulaum. He took no students, preferring instead to remain in isolation as he worked on new spells. His research finally proved his undoing, however, for Ioulaum destroyed him for using his *Dethed's trap* spell to take over the body of another arcanist's apprentice.

Efteran

Birth/Death: 2053-2093
Alignment: Neutral good
Class: 18th-level arcanist (mentalist)
Hit Points: 27
Str 12; **Dex** 11; **Con** 8; **Int** 18; **Wis** 18; **Cha** 11

As a mentalist who concentrated on the nature of sleep, Efteran was a peaceful woman who lived her life in Unity. She was known among the elves as one of Netheril's more peaceful spellcasters, and she frequently walked the forests of the Far Horns in their company.

Efteran was always open to taking on apprentices, though her frail health prevented her from spending as much time with them as she would have liked. One of her students described his apprenticeship as a "sleeping experience that only revealed its importance once your eyes opened."

Efteran died suddenly at the Highsummer festivities in Unity, apparently of natural causes. An attempt to *resurrect* her failed, and her students tied carrying on her research for many years, though none of them had much success.

Enollar

Birth/Death: 2199-2298
Alignment: Chaotic neutral
Class: 22nd-level arcanist (mentalist)
Hit Points: 39
Str 11; **Dex** 15; **Con** 15; **Int** 22; **Wis** 12; **Cha** 13

This mentalist grew up in the city of Harborage, spending most of his youth working at the docks to make ends meet. When he was 18, he stowed away on a ship to get to Seventon, where he was allowed to study magic at Alimon's Mental Academy, a small school run by a little-known mentalist.

Without a doubt, Enollar was the academy's most impressive student, and he quickly left the school to begin a career of his own. Traveling enclave to enclave, the young mentalist took in as much of Netherese culture "as could be tolerated" before returning home to Harborage to concentrate on spell creation.

Fahren

Birth/Death: 2357-2397
Alignment: Neutral evil
Class: 22nd-level arcanist (inventor)
Hit Points: 52
Str 14; **Dex** 14; **Con** 17; **Int** 19; **Wis** 13; **Cha** 17

Fahren was a respected master of magic in Thiefsward, where he taught young arcanists and rogues alike in ways of magic. His sight-robbing spells were very popular in the town, and the spells were easy enough to learn that many thieves made the attempt to become minor spellcasters so they could have access to them.

It's rumored that one of Fahren's student's robbed a rival arcanist, using his *glitterdust* spells to escape the arcanist's guards. The rival was so furious that Fahren was teaching thieves magic use that he arrived in Thiefsward and killed Fahren with a *sphere of annihilation.*

Fourfinger

Birth/Death: 1804-1863
Alignment: Neutral evil
Class: 21st-level arcanist (variator)
Hit Points: 40
Str 12; **Dex** 13; **Con** 15; **Int** 20; **Wis** 13; **Cha** 12

A man who considered himself an expert on weather-related matters, Fourfinger lived along the banks of the Narrow Sea in the city of Scourge. He ardently avoided all contact with the other spellcasters of Netheril, preferring to remain in Scourge and continue his weather experiments.

The residents of Scourge considered him to be the source of the rust that seemed to permeate the very air. While the rusting winds of Scourge were around long before (and long after) Fourfinger's death, it's not quite as clear whether Fourfinger was aware of the source of the rusting winds. He seemed to take great joy when



storms rolled in off the sea (many believed he summoned them to the city himself). Throughout most of his life, seldom a week went by without a terrible storm rolling in off the sea.

General Matick

Birth/Death: 2238-2298
Alignment: Chaotic evil
Class: 14th-level fighter/16th-level arcanist (inventor)
Hit Points: 104
Str 18 (67); **Dex** 14; **Con** 17; **Int** 16; **Wis** 13; **Cha** 12

General Matick, a ruthless man with a violent streak as long as a dragon's tail, joined the ranks of Seventon's army and began a rapid climb to the top (sometimes through the attrition of his superiors). During his life he thwarted over 30 minor goblin assaults, and his successes were legendary even during his own life. The ratio of Netherese losses in relation to enemy kills were the lowest of any general in the nation's history.

Matick was believed to have slaughtered over 25,000 orcs, 35,000 goblins, 2,000 trolls, and about 5,000 halflings and elves (whom he hated feverishly). The general was also said to have been responsible for the creation of three spells that eventually became *armor, magic missile,* and *shield,* but sages believe he actually had these spells commissioned.

Hamring

Birth/Death: 2527-2573
Alignment: Neutral Good
Class: 23rd-level arcanist (mentalist)
Hit Points: 23
Str 11; **Dex** 15; **Con** 11; **Int** 17; **Wis** 2; **Cha** 9

Hamring was a man of strong convictions, both about his personal life and his magical creations. Born in the small village of Specie, Hamring both tended a small field and experimented in magical studies.

Unlike many arcanists of Netheril, Hamring was a naturalist who believed that nature must take its course, both in the world and in his own life. He refused to seek magical means to extend his life and wrote three books on the natural order and how the Netherese should abide by nature's rules. He died of a heart attack in 2573.

Hamring concentrated on spells that affected the minds of creatures, calling upon their deepest and darkest fears or reducing them to automatons. Even after his death, three *simulacrums* carried on his work, though they were only a fraction as talented as Hamring himself. Primarily, they penned another two novels about natural order (which were widely criticized because they were written by unnatural creations).

Jarm

Birth/Death: 1841-1974
Alignment: Lawful evil
Class: 17th-level arcanist (inventor)
Hit Points: 34
Str 9; **Dex** 12; **Con** 15; **Int** 17; **Wis** 13; **Cha** 11

The resident arcanist of Earsome from 1895 until his death at the hands of assassins in 1974, Jarm was a ruthless man who quickly used poison or other "quick and efficient" means to rid himself of any unwanted competition. This included visiting arcanists who just happened to be passing through the town.

Despite his ruthless nature, Jarm fought alongside many of the town's defenders through countless battles against the orcs of the Hidden Forest. The only nemesis he didn't have the courage to assassinate was Shastin (NG hf P22), a priest of Mystryl, although he held no such fear of the sorceress Volhm, whom he killed in a spell duel in 1898.

Lady Polaris

Birth/Death: 2352-3520
Alignment: Chaotic neutral
Class: 35th-level arcanist (mentalist)
Hit Points: 63
Str 13; **Dex** 14; **Con** 15; **Int** 19; **Wis** 14; **Cha** 24

Lady Polaris was a far-reaching adventurer who spent great amounts of time away from the enclaves of Netheril investigating Netheril's frontier. Around the year 3000, she decided to settle down a little bit more, spending more and more of her time in the enclave she created in 2458, Delia.

Her search through Netheril's Frontier produced little in the way of magical research, but she became more and more charismatic with each trip into the Frontier. Many believed that she had found some mystical fountain left behind by the Creator Races or that the elves had taught her magic unknown to the Netherese.

Polaris's beauty was not to last, however. As the close of the Shadowed Aged loomed ever larger in the horizon, her once slim and defined figure began to mutate into obesity. She became obsessed with assassination plots and pretty much locked herself away from the "suitors" that kept calling on her.

Even when Candlemas, her trusted servant who was propelled into the future by Karsus, arrived to talk to her, she could see nothing but fear, treachery, and deceit. She huddled in her castle until the End of the End claimed her.

Lucke

Birth/Death: 1828-2118
Alignment: Lawful neutral
Class: 22nd-level arcanist (inventor)
Hit Points: 34
Str 9; **Dex** 12; **Con** 15; **Int** 17; **Wis** 13; **Cha** 11

Lucke was an animal-loving spellcaster from Coniferia who was never found far from an entire horde of conjured and summoned creatures. He possessed a scraggly gray cat that posed as familiar and confidante, though were many rumors as to who really possessed who. There were even rumors that the cat was actually a dragon in disguise.

The arcanist was quick to share his newfound spells with his fellow spellcasters, but he became more and more disillusioned when he discovered that some of the arcanists were using his summoned creatures as "entertainment" in their gladiatorial arenas. In 2118, he left Coniferia and never returned.

M'dahl

Birth/Death: 2609-2941
Alignment: Chaotic neutral
Class: 19th-level arcanist (mentalist)
Hit Points: 30
Str 11; **Dex** 12; **Con** 19; **Int** 16; **Wis** 18; **Cha** 11

M'dhal was half of a team of arcanists who experimented with controlling extraplanar creatures in the Stone Fort, a structure near the Mines of Dekanter designed through magic that was designed to contain planar creatures. His many years of first-hand research produced a collection of spells that became widely used throughout Netheril.

M'dhal was reportedly killed when a balor tanar'ri showed up in a summoning circle. The creature broke free of the summoning circle, plowed through a wall in the Stone Fort, and escaped into Netheril's Frontier. Only a handful of fighters managed to escape.

Quantoul

Birth/Death: 1812-Unknown
Alignment: Lawful neutral
Class: 30th-level archwizard (variator)
Hit Points: 65
Str 19; **Dex** 25; **Con** 16; **Int** 19; **Wis** 15; **Cha** 11

Quantoul was a popular arcanist who rose to the ranks of the archwizards when he created the floating city of Jockteleg in 1840. It was an entire city devoted to study of the variator arts, and arcanists from across Netheril began flocking to its streets in the early 1900s.

Unfortunately, Quantoul's interest in altering things led him to experiment with the enclave's *mythallar* in 1927, and the resulting magical wave permanently transformed all of the enclave's residents into voadkyn giants. He managed to preserve his own mentality, but he was never able to transform himself or the residents of Jockteleg back into their natural forms.

Quantoul searched for centuries looking for a counter-spell to offset the magical transformations, but he never succeeded. When Netheril fell, rumors of his survival shocked the survivor-states for a brief time, but Quantoul's name was eventually lost with those of the other archwizards.

Volhm

Birth/Death: 1848-1898
Alignment: Chaotic neutral
Class: 23rd-level arcanist (inventor)
Hit Points: 60
Str 15; **Dex** 11; **Con** 16; **Int** 19; **Wis** 13; **Cha** 13

The "gentle lady" Volhm was the most renowned arcanist of her time, at least to those without her powerful *lightning bolt* spell. She received scores of archwizards and their apprentices at her home who sought the spell, and she was normally willing to

trade in exchange for some new spell of the visitor, some exchange of information, or elven antiquities.

In 1898, the Gentle Lady of Palter was killed in a spell duel with the arcanist Jarm, who was seeking her *lightning bolt* spell. Her students tried to avenge her death, but they were killed off one by one as they made their attempts on Jarm.

Age of Discovery

Carbury

Birth/Death: 2896-3018
Alignment: Chaotic evil
Class: 18th-level arcanist (inventor)
Hit Points: 51
Str 12; **Dex** 11; **Con** 15; **Int** 18; **Wis** 13; **Cha** 12

The arcanist Carbury was born in the enclave of Spiel in 2896 and quickly took advantage of that city's universities and colleges to become proficient in spellcasting. His path led him to the study of illusions and phantasms, and the spells he created were primarily centered around fooling the minds of his audience.

But Carbury had a ruthless side as well. As a witness to the power that an archwizard possessed, Carbury sought to take control over the enclave of Spiel in 3018 through a series of extravagant illusions designed to make everyone believe that he was the Terraseer. His hoax was discovered by a band of adventurers, however, and Carbury was executed for his attempt.

Oberon

Birth/Death: 2839-2905
Alignment: Lawful neutral
Class: 29th-level archwizard (variator)
Hit Points: 67
Str 18; **Dex** 10; **Con** 17; **Int** 20; **Wis** 12; **Cha** 18

Oberon specialized in "quasidimensional transport" and was an ardent supporter of Netheril's entrance into Realmspace. Even after Netheril's other archwizard's stopped funding expeditions into Realmspace, Oberon made sure that they continued, hoping to discover some valuable resource that would place him ahead of the other archwizards. He never did.

Oberon did go out into Realmspace on a few occasions, seeking to re-establish ties with other space-faring races. While he became respected by other Realmspace denizens, those same creatures retained little respect for the Netheril nation, whom they viewed as corrupt and evil.

Xanad

Birth/Death: 2886-3176
Alignment: Chaotic evil
Class: 20th-level arcanist (inventor)
Hit Points: 37
Str 14; **Dex** 14; **Con** 15; **Int** 18; **Wis** 12; **Cha** 16

Xanad was a ruthless arcanist who lived in the wilds of Netheril's Frontier, killing most of those who dared to approach him for aid, exchange of spells, or virtually any other "excuse."



He was a source of irritation to the Earlanni elves, who considered him an invader from Netheril.

For the last 10 years of his life, Xanad fought constant battles with mercenaries and adventurers, all of whom were hired by the Earlanni. His fortress was finally leveled in 3176 by an attack of more than 30 adventurers and hirelings, though Xanad's body was never found.

The Shadowed Age

Candlemas

Birth/Death: 2950-3165
Alignment: Chaotic neutral
Class: 21st-level arcanist (mentalist)
Hit Points: 29
Str 11; **Dex** 14; **Con** 14; **Int** 18; **Wis** 12; **Cha** 13

Candlemas was an apprentice to the archwizard Lady Polaris of Delia. He was bright and well-respected by his peers, though it was obvious to all that he was vying for the attention of Lady Polaris.

He wasn't alone in this quest, however. Discounting the other archwizards who showed an interest in the radiant Polaris, another apprentice of Polaris'—Sysquemalyn—was also trying to earn the Lady's love. This rivalry frequently placed them at odds with one another, and they used visiting humans as pawns in their courtship attempts.

Although Candlemas was born before the start of the Shadowed Age, he was Karsus's "special friend" during the final days of the Netherese empire due to Karsus's kidnapping of him during the Archwizard's attempt to gather spell components. While Karsus's genius and achievements impressed Candlemas, he became more and more disillusioned with what Netheril had become and how the archwizards cared less and less for the people under their control.

Candlemas actively moved against Karsus in 3520, but he was too late to stop the catastrophic events that were unfolding. He escaped back to his own time moments before the Fall, where he quickly left the service of Lady Polaris (since he knew what she would become). His departure did little to save his own life, however, and Sysquemalyn killed the retired arcanist a few years after his return from the future.

Dienere Falconholfer

Birth/Death: 3461-3544
Alignment: Chaotic neutral
Class: 17th-level fighter
Hit Points: 114
Str 19; **Dex** 15; **Con** 17; **Int** 14; **Wis** 12; **Cha** 11

This explorer was well known throughout Netheril as a daredevil and chance-taker. He scaled mountains without magical protections, traversed rivers in kayaks, and basically did things that no one else really seemed interested in. He did become wealthy by working as a guide and "wilderness seer" for some of the archwizards, but his true interests lay in challenging nature.

Karsus

Birth/Death: 3163-3520
Alignment: Chaotic neutral
Class: 41st-level arcanist (mentalist)
Hit Points: 74
Str 19; **Dex** 13; **Con** 19; **Int** 22; **Wis** 19; **Cha** 15

Also known as *the* Archwizard, Karsus was best remembered for causing the fall of Netheril. His birth marked the beginning of Shadowed Age; his death marked the end of Netheril.

Like most of the archwizards, Karsus believed that the gods were nothing more than mortals who had mastered magic that he hadn't yet discovered. When he began researching 12th-level magic in the early 3400s he concluded that this was the power that the gods themselves wielded. His mistake was believing that common magic was what separated the gods from the archwizards, but it wouldn't be until the Time of Troubles in 1358 DR until Ao, the Overlord of the gods, demonstrated that there was more than just magic at work in the rise and fall of gods.

Karsus was a man full of self-confidence and an unshakable faith that what he believed was the way things really were. Not even the pleadings of his closest advisors could sway him once a decision to do something was made. This character trait applied itself from the smallest of enclave decisions to the creation of the most powerful spell ever created, *Karsus's avatar*.

Another facet of Karsus's personality also shined through to anyone who met him: He was stark, raving mad. He acted like an excited child most of the time, and his tantrums were to be avoided at all cost. He could be warm and friendly or ruthless and tyrannical; there really wasn't anything in between.

Karsus went through many "special friends" during his lifetime. These were individuals whom he suddenly took a great liking to, spoiled for a while (obtaining information or services from them) and then tossed them aside like a forgotten toy. Some in the Karsus Enclave viewed the designation of "special friend" as a death mark.

Olostin

Birth/Death: 3328-3382
Alignment: Chaotic evil
Class: 20th-level fighter
Hit Points: 114
Str 20; **Dex** 18; **Con** 17; **Int** 14; **Wis** 11; **Cha** 15

Olostin quickly emerged as the most blood-thirsty bandit lord in Netheril's history. By the age of 20, he was already railing against the rule of the archwizards, attacking the city of Unity in 3348. Others who also shared his distaste for the archwizards joined his cause.

The Baron of Dread, as he quickly became known, was more than just a rallying point for those who were dissatisfied with the rule of the archwizards. He was a ruthless plunderer whose own exorbitant living conditions rivaled those of the archwizards.

Olostin and his followers lived in a structure known as Dread Keep, west of the city of Unity in the Far Horns. It was a stone structure with high walls that served to prevent all but the most powerful from breaching its walls. The phaerimm had also told him that it would prevent the archwizards from using magic to discover his location.

Thirty three years after his raids began, however, a 34th-level arcanist and a group of 250 warriors attacked Dread Keep and killed Olostin with a *Noanar's fireball* spell. The few notes and scattered plans that survived seemed to indicate that Olostin was in league with the phaerimm, whom the Netherese were still trying to locate.

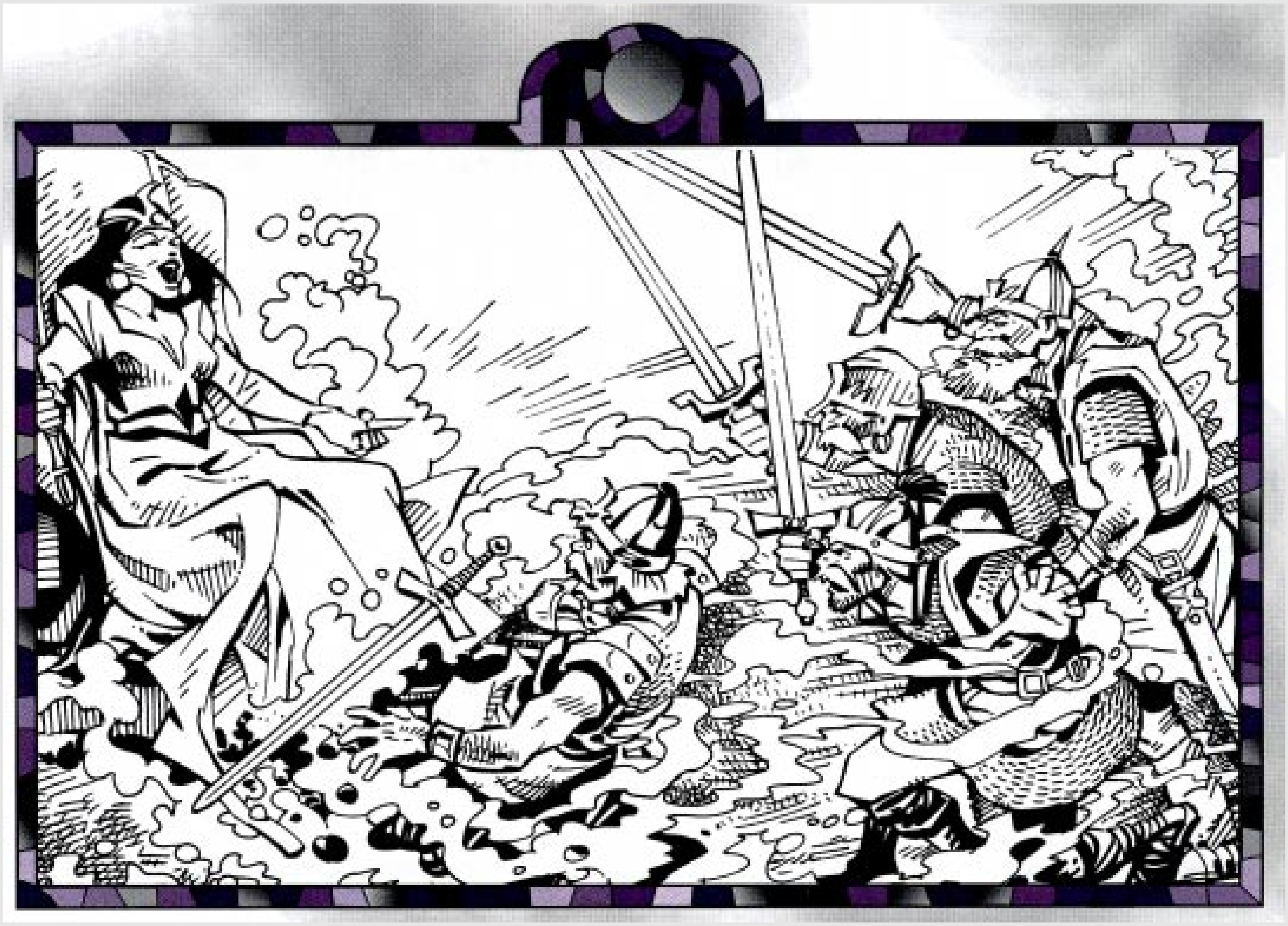
Shadow

Birth/Death: 3214-3469
Alignment: Lawful neutral
Class: 28th-level arcanist (mentalist)
Hit Points: 47
Str 15; **Dex** 17; **Con** 15; **Int** 20; **Wis** 14; **Cha** 13

This ingenious arcanist was the first to theorize of demiplanes. His research was banned and assassins were sent to claim his life for his theories. With the backing of Karsus, however, he published conclusive proof of the existence of the demiplanes. The first plane discovered was named after the arcanist, and dozens of other arcanists entered the demiplane to discover its properties. Many never returned, but those who did exclaimed that the plane was appropriately named: the Demiplane of Shadow.

In 3469, Shadow became involved with a beautiful bard from Ioulaum, Alashar Crywinds. As the two planned to get married, however, Alashar revealed that she was actually an assassin sent to slay the arcanist for his work on demiplanes—this despite the fact that the death mark had been lifted years earlier—by the arcanist Grenway. Since neither could stand the thought of killing the other, they came up with a different plan.

Shadow's research had provided him with the knowledge he needed to transfer himself into the Demiplane of Shadow, leaving his physical form behind on the Prime Material Plane. Creating a *simulacrum* of Alashar, they sent her duplicate back to the arcanist Grenway to report her success (where she was promptly executed). Karsus oversaw the marriage of the two in a secret ceremony, and Shadow cast his spell that drew them both into the Demiplane of Shadow forever.



After The Fall

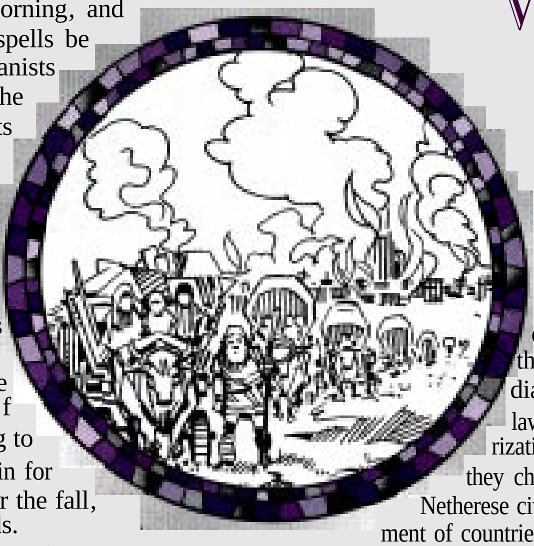
As Karsus cast his avatar spell in an attempt to become a god and unite the Netherese, a series of events were set into place that would change magic and archwizardry forever. The survivors of the fallen cities and those who remained on the ground quickly began a migration south and west, seeking to avoid both the phaerimm and the approach of the high ice. The gods looked down upon Faerûn with a little more interest in its activities.

Spellcasting

Moments after the fall, spellcasting was changed forever. First, Mystra (Mystryl's replacement) changes the Weave, banning arcanists from accessing 11th- and 12th-level magic. Arcanists also had to start spending a great deal of time memorizing spells each morning, and they were limited to memorizing spells be level. From this point forward, arcanists memorize spells as detailed in the *Player's Handbook.* She restricts magic use to only those with the aptitude for it, essentially stripping cantras from the common people.

Mystra also opened up magic so that an arcanist didn't have to be a specialist in a certain field of study, creating generalist arcanists in the process. This, Mystra hoped, would convince spellcasters to use magic for the betterment of humankind instead of experimenting to see how much power they could attain for themselves. Within a few years after the fall, arcanists became known as wizards.

Priests were not spared the fury of the gods' wrath either, as their spells became more time consuming to cast. They, likewise, were required to pray for spells each morning and memorize only a certain number of spells for each level. From the fall forward, priests advance and cast spells as detailed in the *Player's Handbook.* Quest spells were placed above their reach as well, except under the most special of circumstances.



Magical Items

Quasimagical items became virtually useless after the fall, since their source of power—the *mythallars*— was destroyed. A few of the regular magical items that were created during the time of Netheril became artifacts, such as the *Crown of Horns* and the *Scepter of the Sorcerer-Kings.* Creating magical items once again became a vitality-draining ordeal that few wizards wished to subject themselves to.

What Remained?

Until the Time of Troubles shook the Realms in 1358 DR, spells cast by wizards and priests had no level-based cap on the amount of damage they could cause.

Where to From Here?

Characters who survive the fall have a variety of different locations to which they can travel. The survivor-states of Netheril serve as the depository for most of Netheril's heirs, though other groups also traveled south and west. Regardless of their destination, characters are immediately subjected to the new magical laws regarding spellcasting, spell memorization, and quasimagical item use. Should they choose to travel to the fringe remains of Netherese civilization, they can aid in the establishment of countries until their fall a few centuries later.

Anauria

The lands directly south of Netheril became the home of the Anaurians, who became renowned for creating fine swords and carrying on the magical legacy of Netheril. The lack of high-level magics and the *mythallars* severely hampered their efforts, however, and the kingdom was finally destroyed in a bloody and costly battle against an orc horde in 450 DR.

Many sages find it ironic that Anauria was destroyed by an orc horde that was fighting for its own survival. With the spread of the desert, many of the remaining orcs united and tried to take over a land of their own, but they were boxed in by the survivor-states. Led by Andegril the Wise, an orc shaman, the marauders decided to concentrate their attacks on a single kingdom instead of hitting each surrounding nation. Despite their costly victory against Anauria, however, the orcs once again fled as the desert consumed their newly conquered lands.

Asram

No sooner had Asram recovered from the Fall then it was suddenly struck by a horrendous plague that claimed all the Asramans in 306 DR. In the spring months that led up to what many call a repeat of the Dark Disaster, cattle were found dead in the fields and crops withered and died, sometimes overnight. During the first week of Eleasius, however, the plague struck the entire nation.

Hlondath

The longest-lived of the survivor-states, Hlondathans immediately began blaming others for the fall of Netheril, discounting the news that Karsus himself had caused the destruction of Netheril. Their favorite target for such blame were the elves of Cormanthyr, whom they saw as "accomplices of the phaerimm." They established good relations with the dwarves of Tethyamar, but otherwise concentrated on logging the nearby forest and herding cattle across the plains.

In 538 DR, the Hlondathans finally incited the Cormanthyr elves into a war. In what became known as the Crown Against Scepter Wars, the elves and Hlondath exchanged a series of blows back and forth. Time after time, Myth Drannor crushed Hlondathan forces, and the wars served only to weaken Hlondath.

Force of arms would not serve to shield Hlondath from the approach of the Anauroch, however. The desert slowly consumed its fields and fertile plains, driving the few that remained farther into the heartland.



Phaerimm

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	T, Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-3 (usually 1)
ARMOR CLASS:	1
MOVEMENT:	Fl 9 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d4 (or by weapon)x4/3d4/2d4
SPECIAL ATTACKS:	Tail sting, spell use
SPECIAL DEFENSES:	Can heal themselves from magic cast at them
MAGIC RESISTANCE:	44% (77% to polymorph and petrification magic)
SIZE:	L (up to 12' tall)
MORALE:	Fanatic (17)
XP VALUE:	10,000

The phaerimm are powerful, magic-using beings that move by natural *levitation.* Normally content with living below the ground, the phaerimm always emerge to investigate nearby spellcasting. They are deadly efficient adversaries that leave few survivors in their wake.

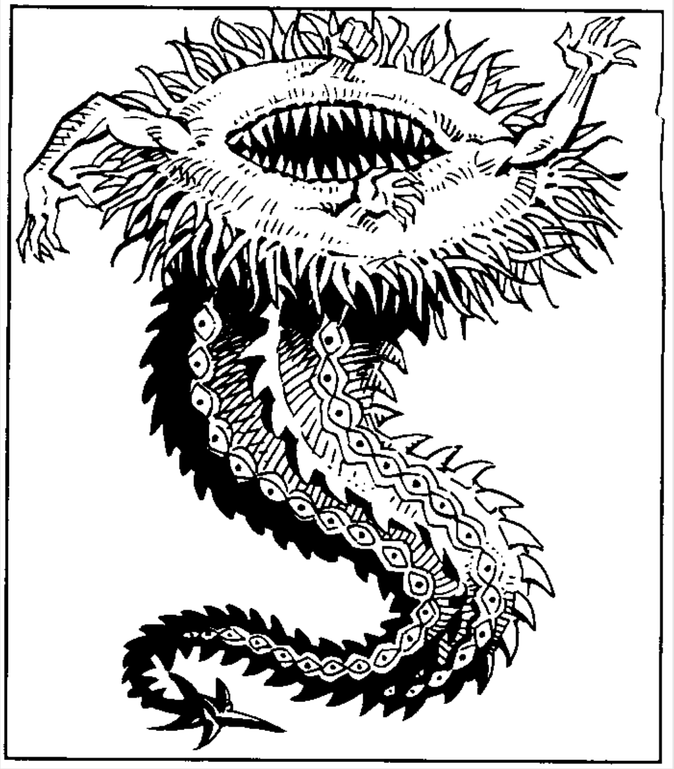
The phaerimm resemble upright cones, the widest part uppermost and the point ending in a barbed stinger-tail. They have four arms, two on each side, and they frequently use their claws to hold victims in place so that they may better sting them.

The phaerimm communicate naturally among one another by varying the pitch of the wind that surrounds them. They communicate with other creatures via telepathy. The phaerimm's natural language cannot be learned by nonphaerimm.

Combat: Phaerimm have 160'-range *infravision* and can see into the astral and ethereal planes up to 90' distant. Their normal vision also operates to this range, functioning as a constant *detect magic.* Phaerimm are 77% resistant to polymorph and petrification magic, such as *polymorph other* and *flesh to stone* spells, and 44% resistant to all other magic. Phaerimm can also reflect resisted spells back at the source or used the spell as healing (damage caused by the spell are gained as "replacement" hit points; excess points are carried for 12 rounds as energy and used to offset later damage). Spells doing no damage heal one hit point per spell level. This ability is a defensive reflex and doesn't take the place of an attack in the round they occur. There is no limit to the number of magical attacks a phaerimm can reflect or absorb in a round.

Phaerimm command more magic than most human arcanists. For every 50 years of life, a phaerimm increases one level as an arcanist; most of this long-lived race are the equivalents of 22nd- to 27th-level spellcasters. Phaerimm experiment with and research spells much as human arcanists do, but they can adopt a single chosen spell of each level. This chosen spell, which can never be changed, is retained in their brain structure forever and can be used once per day. Phaerimm regain these chosen spells innately, without study, every day.

All phaerimm spells are cast by acts of will—most magic study is time spent altering captured human spells into willed manipulations that the phaerimm can add to their own magic. This causes all spells cast by a phaerimm to occur a +3 initiative penalty, but spellcasting times don't apply to their magic.



In addition to a spell attack and reflected magic, a phaerimm can make six physical attacks. Its jaws, located in the open "top" of its conical body, bite for 3d4 damage. The cone's rim contains four retractable arms with three central fingers and two outside, opposable thumbs. They can punch for ld4 points of damage, wield weapons for normal weapon damage, or grasp opponents to hold them for automatic bites (each round a phaerimm holds his victim, roll ld20 for each phaerimm and the grasped victim; higher number prevails; either the grasp holds for the round or the victim breaks free).

Phaerimm have powerful tails that strike for 2d4 damage; if a successful tail attack roll is 16 or better, its sting impales the victim; the victim takes the usual damage plus an additional 1d6 as the hollow bone sting stabs deep, injecting a milky fluid. The victim must then save vs. poison three times; first for *paralyzation* (for 1d4 rounds if failed; none if successful); second to determine if it causes the victim to *levitate* three feet off the ground for one full turn, powerless to move except by pushing against or grasping solid objects within reach; and a third save to see if the egg injected into the wound is fertile. If not fertile, it dissolves harmlessly in a week,

If an egg is fertile, it begins to grow in 1d6 days, eating the victim internally for a loss of one hit point per day until death occurs or a *cure disease* spell kills the parasitic larvae. During this time, the victim's attacks, Armor Class, and physical ability scores are penalized by four points due to the debilitating, gnawing pain. An egg or larva can be cut out of a victim, who must survive a System Shock roll and typically suffers 2d4 points of damage during the process.

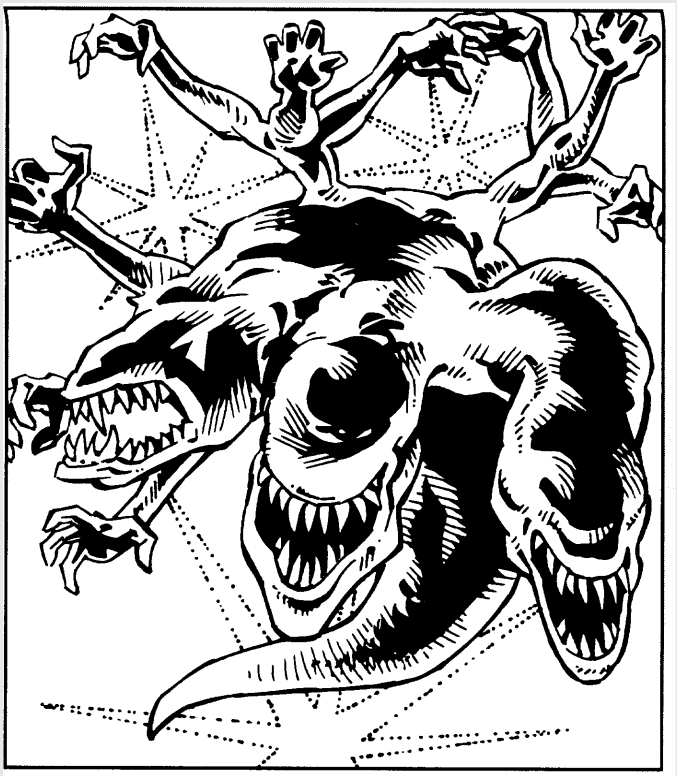
Habitat/Society: The phaerimm like to live near others of their own kind for mutual protection and for the social satisfaction of vying with each other in devious plans, but they typically operate alone or surround themselves with magically controlled slaves to carry out their bidding.

Ecology: Phaerimm eat all reptiles and mammals, keeping them as slaves until their turn as dinner. They hate tomb tappers who seem immune to phaerimm mind-control magic.

Phaerimm are creatures who need magic in their environment to survive. Their stomachs and intestinal tracts use a strange symbiosis of magic and digestive juices to assimilate the nutrients in their diet. Without magic, phaerimm starve to death.

Sharn

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-12
ARMOR CLASS:	2/6 (portal/tentacles or body)
MOVEMENT:	4, Fl 15 (C)
HIT DICE:	6 + 6
THAC0:	15
NO. OF ATTACKS.:	12
DAMAGE/ATTACK:	d4+1 (x3 heads)/1-2 (x9—3 trihands) or by weapon type
SPECIAL ATTACKS	Ethereal portal attacks
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	30%
SIZE:	H (16' long)
MORALE:	Fanatic (18)
XP VALUE:	7,000



The race of creatures called the sharn are beings that seek mastery of magic. Their first appearance on Faerûn coincides with Netheril's Shadowed Age, and many believe that Netherese arcanists actually transformed themselves into the sharn in an attempt to combat the threat of the phaerimm. The sharn have always actively opposed the phaerimm, though they have not taken up allies in their cause.

These curious creatures appear as glossy black teardrops of somewhat amorphous flesh, studded with many tiny eyes and surrounded by a nimbus of purple light. Opponents rarely get to see these vulnerable central bodies, as surviving an encounter with a sharn is a rare feat indeed.

Attempts to mentally contact a sharn (through psionics or other means) result in success only if the sharn wishes it. Sharn share a peculiar form of short-range group telepathy among themselves.

Combat: Sharn can create miniature portals—ethereal windows—up to 400 feet away from their bodies. The sharn can create and maintain up to six portals at once, using all to attack from a variety of angles. A sharn can extend three heads with fanged maws and three trihand arms to attack opponents and prey at a distance. Each of these six appendages is studded with many tiny eyes which have 60-foot *infravision,* and each appendage has its own independent portal. Each appendage has an Armor Class of 4.

A portal appears as a nimbus or spiral of winking, moving points of purple radiance with a Movement Rate of 6. When opening or closing, portals look like tiny spots or whirling rings of purple light. Consider a portal to be AC 2; damage from attacks hitting the portal is transmitted to the central body of the controlling sharn.

The trihand arms are snakelike, flexible trunks that end in an elbow where three humanlike forearms split apart from each other. Each arm ends in a humanlike hand which can punch or rake for 1-2 points of damage, snatch items, or wield weapons.

Treat arms and snake-heads as having the same Armor Class as the central body of a sharn. Attacks on a particular hand need to hit an Armor Class of 3 because of the close proximity of two other forearms in a trihand. Attacks against a specific hand can shatter a held item, disarm the hand, or sever a finger wearing a magical ring.

Sharn have unique and peculiar minds; they are immune to all enchantment/charm spells and are never fooled by illusions. A sharn can psionically scramble a mind in contact with it, reaching through the mental link as a special, additional attack. The victim must make an Intelligence check with a penalty of +3 or suffer effects equal to a *feeblemind* spell.

Some sharn-perhaps as high as 10% of the total sharn population—are known to be powerful spellcasters (20th level and higher), and their magic is an innate ability that imposes a +3 initiative penalty to their magical actions. When their magic comes in contact with the phaerimm's *magic drain* or *life drain* spells, a geographical metamorphosis occurs in the area. This causes buttes to be converted to rocky hills, or rocky hills to grasslands; the effect always reduces geography one step toward a grassland.

Sharn regenerate one lost hit point every two turns as long as they have access to heat or sunlight and water, snow, ice, or blood.

Habitat/Society: Sharn reproduce by budding when they reach 55 hit points or greater. Sharn are sophisticated, farsighted creatures and are known to be interested in magic, planar travel, and mastery of a variety of environments on the Prime Material Plane and beyond. All sharn within a particular area are part of a large family, or clan. Each clan holds particular aims, decided upon and modified by the entire clan in council, but these aims remain mysterious to outsiders. Sharn try to remain apart from the daily workings of these transient surroundings.

Ecology: sharn eat lichens, green plants, and roots as well as mammalian prey. They are often at odds with the phaerimm.

Tomb Tappers



Climate/Terrain:	Any Subterranean
Frequency:	Very rare
Organization:	Clan
Activity Cycle	Any
Diet:	Minerals
Intelligence:	High (13-14)
Treasure:	Qx4 (special)
Alignment:	Lawful neutral
No. Appearing:	1d12
Armor Class:	-2
Movement:	10, Br 1-4
Hit Dice:	8+8
THAC0:	13
No. of Attacks:	3 or 1
Damage/Attack:	4d6/4d6/ld12+9 or ld12+6
Special Attacks:	Nil
Special Defenses:	Immune to fire-, cold-, and mental-based attacks. Half damage from electrical attacks.
Magic Resistance:	Nil
Size:	H (15-21’ tall)
Morale:	Elite (16)
XP Value:	8,000

Tomb tappers are not natural creatures. Their existence can be traced back to the very beginning of the Shadowed Age, when a group of arcanists created them to seek out the source of the magical drain that was beginning to reach across Netheril.

Tomb tappers appear as tall, naked, sexless, hairless humanoids with hard, smooth blue-gray skin, claws that can dig through solid rock, and great toothed mouths in their bellies. Their featureless heads have earned them the nickname “the faceless.”

They communicate by means of a humming sound created by skin vibrations (a language partially understood by mind flayers) and by 120’-range *telepathy*.

Combat: A tapper attacks with iron-hard, long-fingered hands that deliver 4d6 points of damage each, and it also hurls itself atop opponents to bite with its abdominal mouth (crushing and tearing armor, rock, and bone, one bite doing 1d12+9 points of damage). If it doesn’t want to close with opponents, it swings a great hammer for 1d12+6 damage. A tapper can wield this weapon one-handed (-2 to hit) and throw it with great accuracy (+2 to hit).

Tappers see by sonar (emitting inaudible sound much like a bat) that is accurate up to 440 feet, making them susceptible to *silence* spells. This sense enables them to locate *invisible* and *displaced* creatures and objects, and it makes them immune to visual illusions and other vision-related spells. Tappers can *animate rock* for 1d4+2 rounds once every 2 hours (determine duration randomly each time used) and can *detect magic* at will.

They’re immune to spells with mind-affecting or charming effects, such as *hold monster, geas,* and similar spells. They’re also immune to all fire- and cold-based attacks. Electrical attacks cause only one-half damage or-if a saving throw succeeds-no damage. They save vs. petrification at -2. When killed, they permanently turn to stone within 1d2 rounds.

Habitat/Society: Tomb tappers received their name from their habit of burrowing into the depths to plunder tombs, temples, and caves in search of magical items, which they bear off. They usually try to seize magic from beings that they encounter.

Magic is sacred to tapper; they never use any magic gained, instead choosing to protect and venerate such items. Tappers spend their long lives in the search for *The Source of All Magic,* which they believe to be hidden deep in the earth. They’re in awe of earth elementals, believing them to be created at this mysterious source, and are reluctant to attack them.

Tappers keep as treasure (owned by the clan as a whole), all magical items. They guard these watchfully. As personal treasure, they keep pretty rocks, like quartz, jade, agate, and amethyst. These are stored in caverns of glowrock in the utter depths.

Ecology: Wrought from the fusion of magic, elemental earth, and the bodies of nine volunteers from the poor districts of Netheril’s cities, the archwizards created the first Thaalud. These faceless warriors were given a lust for magic, an inherited memory (giving access to the recollections of their ancestors), an ideology of the purity of magic, and an insane hatred for nonhuman spellcasting creatures.

Their union with elemental earth turned the Thaalud into ground-dwelling beasts-delivering them into the realms of the phaerimm. The Netherese hoped the Thaalud’s vestal hatred of magic would make them attack the phaerimm (even though the Netherese had no idea as to the source of the *magic drain* spells at the time they created the tomb tappers). Nevertheless, their plan succeeded.

During the tappers’ excursion into the deep earth, they’ve run afoul of illithids, umber hulks, drow, and duergar. Because of their incredible recollection, the actions of these races have never been forgotten, or forgiven. Their primary enemy is the phaerimm, and they attack these conical beasts over all other targets.

Tapper skin varies in porosity at will; through it, they take in needed water. Their jaws can crush rock to extract mineral sustenance. They can digest iron from blood and marrow if available—but they do not hunt to eat. They wield great, 10-foot-long hammers of arenite, a magma alloy harder than most rock. Tappers can dig through rock with their claws, but use their hammers to split rock when a smooth surface is desired.

Appendix

Arcanist Spells by Specialization

Inventive Spells

1st
Carbury's Force
Carbury's Servant
Carbury's Spook
Detect Magic
General Matick's Armor
General Matick's Missile
General Matick's Shield
Jarm's Mount
Lefeber's Mark
Primidon's Burners
Read Magic
Shan's Tallow
Veridon's Chiller
Veridon's Wall
Volhm's Grasp
Wizard Mark
Xanad's Glamer
Xanad's Message
Zahn's Familiar

2nd
Carbury's Improved Force
Carbury's Mouth
Fahren's Darkness
Fahren's Glitterdust
Jarm's Irritation
Jarm's Spectral Hand
Jarm's Summon Swarm
Polybeus's Illumination
Primidon's Pyrotechnics
Primidon's Sphere
Shan's Web
Smolyn's Replica
Tolodine's Stinking Cloud
Undine's Extra Portal Pocket
Veridon's Cloud

3rd
Carbury's Spectral Force
Carbury's Steed
Dispel Magic
Gwynn's Feign Death
Gwynn's Vampirism
Hersent's Sigil
Lucke's 1st Monster Summons
Noanar's Fireball
Primidon's Arrow
Tipald's Runes
Tolodine's Gust of Wind
Tolodine's Wind Wall
Volhm's Bolt

4th
Anglin's Mirror
Carbury's Killer
Fourfinger's Enchanted Weapon
Lefeber's 1st Creation
Lucke's 2nd Monster Summons
Lucke's Contagion
Noanar's Shield
Noanar's Trap
Noanar's Wall
Proctiv's Dig
Shadow's Monster
Stoca's Feign
Stoca's Flora Grow
Veridon's Ice Wall
Veridon's Solidifier
Veridon's Storm
Xanad's Shout

5th
Aksa's Contrivance
Efteran's Dream
Enollar's Sending
Fjord's Animation
Jarm's Magic Jar
Lefeber's 2nd Creation
Lucke's 3rd Monster Summons
Mavin's Iron Wall
Mavin's Stonewall
Shadow's Demimonster
Shadow's Door
Shadow's Magic
Shadow's Summons
Shan's Forcewall
Stoca's Fauna Grow
Tipald's Conjuration
Tolodine's Cloudkill
Veridon's Cone

6th
Carbury's Stalker
Dethed's Spell
Enchant an Item
Lefeber's Contingence
Lucke's 4th Monster Summons
Lucke's Animal Conjuration
M'dhal's Mantle
Mavin's Stone-Flesh Transmution
Sadebreth's Reincarnation
Shadow's Demimagic
Shadow's Shades
Tolodine's Death Fog
Valdick's Snare
Volhm's Chaining

7th
Anglin's Spray
Chronomancer's Gravity Reversal
Dethed's Death Finger
Enollar's Isolation
Lucke's 5th Monster Summons
Noanar's Delayed Fireball
Valdick's Forcecage
Xanad's Stun

8th
Anglin's Wall
Dethed's Clone
Dethed's Trap
Hersent's Symbol
Lucke's 6th Monster Summons
Primidon's Cloud
Proctiv's Steely Glass
Permanency
Toscudlo's Dominate
Valdick's Enigma
Valdick's Submerse
Xanad's Blindness
Yang's Truss

9th
Anglin's Sphere
Lucke's 7th Monster Summons
Mavin's Meteors
Valdick's Astral Form
Valdick's Gate
Volhm's Drain
Xanad's Killer

10th
Lefeber's Weave Mythal
Mavin's Create Volcano
Mavin's Earthfast
Tolodine's Killing Wind
Valdick's Spheresail

11th
Mavin's Worldweave

Mentalism

1st
Dace's Comprehension
Dace's Taunting
Dace's Ventriloquism
Decampus's Alarm
Detect Magic
Efteran's Sleep
Hamring's Hypnotism

Keonid's Charm Human
Keonid's Friendship
M'dhal's Dispel Evil
Quantoul's Changer
Read Magic
Trebbe's Scry Identify
Trebbe's Scry Magic
Trebbe's Scry Undead
Wizard Mark
Xanad's Glamer
Zahn's Familiar

2nd
Cragh's Deafness
Enollar's Aimlessness
Hamring's Enfeeblement
Hamring's Hypnopattern
Hamring's Scare
Keonid's Forgetfulness
Pockall's Invisibility
Protection from Cantras
Purnia's Fools' Gold
Smolyn's Blindness
Smolyn's Blurring
Smolyn's Replica
Trebbe's Scry Alignment
Trebbe's Scry Evil
Trebbe's Scry Invisibility
Yturn's Levitation
Zahn's ESP
Zahn's Location

3rd
Carbury's Spectral Force
Dace's Tongue Forms
Dispel Magic
Enollar's Delusion
Keonid's Suggestion
M'dhal's Missile Shield
M'dhal's Dispel Evil II
Pockall's Wide Invisibility
Prug's Hold Human
Prug's Hold the Dead
Ptack's Nonscryance
Quantoul's Slowmorph
Quantoul's Wraithmorph
Raliteff's Illusion Script
Zahn's Hearing
Zahn's Seeing

4th
Berthot's Blunder
Carbury's Killer
Enollar's Dispel Curse
Fjord's Vacancy
Keonid's Confusion
Keonid's Emotion
Keonid's Fear
Lefeber's 1st Creation
Nalevac's Rainbow
Oberon's Extradoor
Pockall's Invisibility Plus
Pockall's Monster Hex
Shadow's Monster
Toscudlo's Hallucinatory Terrain
Toscudlo's Illusionary Wall
Trebbe's Eye
Trebbe's Minor Invulnerability
Trebbe's Scry Scrying

5th
Berthot's Disorder
Chever's Contact Other Plane
Efteran's Dream
Enollar's Sending
Hamring's Feeblemind
Jarm's Magic Jar
Lefeber's 2nd Creation
Oberon's Dismiss
Prug's Dominate
Prug's Hold Being
Shadow's Demimonster
Shadow's Door
Shadow's Magic
Shadow's Summons
Smolyn's Fraud
Toscudlo's Advanced Illusion
Undine's Avoidance

6th
Enchant an Item
Enollar's Mislead
Fourfinger's Weather Control
Hamring's Mass Hypnosis
Jarm's Saga
Keonid's Geas
Kutson's Programmed Illusion
M'dhal's Mantle
Prug's Repulse
Shadow's Demimagic
Shadow's Shades
Smolyn's Eyebite
Smolyn's Seer
Smolyn's Veil
Toscudlo's Permanent Illusion
Toscudlo's Project Image
Trebbe's Antimagic
Trebbe's Invulnerability
Zahn's Mirage

7th
Chever's Simulacrum
Enollar's Isolation
Oberon's Banish
Prug's Plant Control
Sadebreth's Undead Control
Shadow's Walk
Toscudlo's Bulk Invisibility
Trebbe's Turning
Xanad's Stun
Yang's Dissipation
Zahn's Vision

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Berthot's Screen
Keonid's Charm Plus
Kutson's Antipathy/Sympathy
Kutson's Mind Blank
Permanency
Toscudlo's Dominate
Yong's Truss

9th
Oberon's Succor
Smolyn's Foreseer
Trebbe's Weird
Yang's Imprison

10th
Lefeber's Weave Mythal

12th
Karsus's Avatar

Variation

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Aksa's Repair
Brightfinger's Dancers
Brightfinger's Light
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Nalevac's Spray
Niquie's Reflection
Nobrow's Fire Effect
Primidon's Burners
Quantoul's Changer
Quantoul's Climber
Raliteff's Strike
Read Magic
Undine's Hold Portal
Veridon's Chiller
Volhm's Grasp
Wizard Mark
Yturn's Feather Fall
Yturn's Long Jump
Zahn's Familiar

2nd
Aksa's Shatter
Fahren's Darkness
Ptack's Knock
Ptack's Locking[2]
Purnia's Fools' Gold
Quantoul's Alterer
Quantoul's Strength
Undine's Extra Portal Pocket
Undine's Rope
Veridon's Cloud
Vilate's Restriction
Vilate's Whispering
Yturn's Levitation

3rd
Aksa's Object
Dace's Tongue Forms
Dispel Magic
Enollar's Delusion
Nalevac's Deep Sight
Oberon's Blinking
Ptack's Nonscryance
Ptack's Secret Script
Quantoul's Fastmorph
Quantoul's Slowmorph
Quantoul's Wraithmorph
Stoca's Water Breath
Stoca's Wings
Tolodine's Gust of Wind
Tolodine's Wind Wall

4th
Fjord's Vacancy
Fourfinger's Enchanted Weapon
Lucke's Contagion
Nalevac's Rainbow
Noanar's Wall
Nobrow's Charm
Oberon's Extradoor
Proctiv's Dig
Quantoul's Manymorph
Quantoul's Othermorph
Quantoul's Selfmorph
Stoca's Feign
Stoca's Flora Grow
Trebbe's Eye
Veridon's Ice Wall
Veridon's Solidifier
Veridon's Storm
Zwei's 1st Extension

5th
Aksa's Contrivance
Aksa's Passage
Fjord's Air Water
Fjord's Animation
Fjord's Distortion
Oberon's Dismiss
Oberon's Telekinesis
Oberon's Teleportation
Proctiv's Rock-Mud Transmution
Proctiv's Shape Stone
Smolyn's Fraud
Stoca's Fauna Grow
Undine's Avoidance
Zwei's 2nd Extension

6th
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Aksa's Glassteel
Enchant an Item
Fourfinger's Lower Water
Fourfinger's Part Water
Fourfinger's Weather Control
M'dhal's Mantle
Mavin's Stone-Flesh Transmution
Proctiv's Earthmove
Proctiv's Water-Dust Transmution
Sadebreth's Reincarnation
Tolodine's Death Fog
Toscudlo's Project Image
Zahn's Mirage
Zwei's 3rd Extension

7th
Chronomancer's Gravity Reversal
Dethed's Death Finger
Oberon's Banish
Oberon's Flawless Teleport
Quantoul's Flat Body
Quantoul's Statue
Sadebreth's Undead Control
Shadow's Walk
Trebbe's Turning
Undine's Door
Yang's Dissipation

8th
Aksa's Morphing
Dethed's Clone
Kutson's Mind Blank
Primidon's Cloud
Proctiv's Steely Glass
Permanency
Valdick's Submerse

9th
Chronomancer's Stasis
Chronomancer's Time Stop
Oberon's Succor
Ptack's Brittleness
Stoca's Change Shape
Volhm's Drain

10th
Mavin's Earthfast
Proctiv's Move Mountain

11th
Proctiv's Breach/Seal Crystal Sphere

Appendix II

Priest Spells by Wind

Transcendent Winds (Priests)

1st
Bless
Call Upon Faith
Combine
Command
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Endure Cold
Invisibility to Undead
Light
Magical Stone
Precipitation
Protection From Evil
Purify Food & Drink
Remove Fear
Ring of Hands
Speak With Astral Traveler
Sanctuary

2nd
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Augury
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Detect Charm
Draw Upon Holy Might
Dust Devil
Enthrall
Find Traps
Hold Person
Know Alignment
Messenger
Music of the Spheres
Mystic Transfer
Resist Fire
Sacred Guardian
Sanctify
Silence 15’ Radius
Slow Poison
Snake Charm
Speak With Animals
Spiritual Hammer
Withdraw
Wyvern Watch

3rd
Animate Dead
Astral Window
Cloudburst
Continual Light
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Dispel Magic
Emotion Control
Extradimensional Detection
Feign Death
Flame Walk
Glyph of Warding
Line of Protection
Locate Object
Magical Vestment
Meld into Stone
Negative Plane Protection
Prayer
Remove Curse
Remove Paralysis
Speak With Dead
Spike Growth
Unearthly Choir
Water Walk

4th
Abjure
Blessed Warmth
Cloak of Bravery
Cure Serious Wounds
Detect Lie
Divination
Focus
Fortify
Free Action
Giant Insect
Imbue With Spell Ability
Join With Astral Traveler
Lower Water
Neutralize Poison
Protection From Evil, 10” Radius
Speak With Plants
Spell Immunity
Sticks to Snakes
Tongues
Uplift

5th

Air Walk
Atonement
Blessed Abundance
Commune
Consequence
Cure Critical Wounds
Dispel Evil
Flame Strike
Insect Plague
Magic Font
Meld
Plane Shift
Quest
Rainbow
Raise Dead
Spike Stones
Thoughtwave
True Seeing
Unceasing Vigilance of the Holy Sentinel

6th

Aerial Servant
Animate Object
Blade Barrier
Conjure Animals
Find the Path
Forbiddance
The Great Circle
Heal
Heroes' Feast
Part Water
Speak With Monsters
Spiritual Wrath
Stone Tell
Word of Recall

7th

Astral Spell
Confusion
Control Weather
Divine Inspiration
Earthquake
Exaction
Gate
Holy Word
Mind Tracker
Regenerate
Restoration
Resurrection
Succor
Symbol
Wind Walk

Terrestrial Winds (Druids)

1st

Analyze Balance
Animal Friendship
Bless
Call Upon Faith
Combine
Create Water
Cure Light Wounds
Detect Magic
Detect Poison
Detect Snares & Pits
Entangle
Faerie Fire
Invisibility to Animals
Locate Animals or Plants
Log of Everburning
Pass Without Trace
Precipitation
Purify Food & Drink
Shillelagh

2nd

Barkskin
Charm Person or Mammal
Dust Devil
Fire Trap
Flame Blade
Goodberry
Know Alignment
Heat Metal
Messenger
Mystic Transfer
Obscurement
Produce Flame
Slow Poison
Snake Charm
Speak With Animals
Trip
Warp Wood

3rd

Call Lightning
Cloudburst
Cure Disease
Dispel Magic
Emotion Control
Feign Death
Flame Walk
Hold Animal
Magical Vestment
Meld Into Stone
Plant Growth
Protection From Fire
Pyrotechnics
Slow Rot
Snare
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree

Water Breathing
Water Walk

4th
Animal Summoning I
Blessed Warmth
Call Woodland Beings
Control Temperature, 10' Radius
Cure Serious Wounds
Free Action
Giant Insect
Hallucinatory Forest
Hold Plant
Lower Water
Neutralize Poison
Focus
Fortify
Plant Door
Produce Fire
Protection From Lightning
Reflecting Pool
Repel Insects
Speak With Plants
Sticks to Snakes
Uplift
Weather Stasis

5th
Air Walk
Animal Growth
Animal Summoning II
Anti-Plant Shell
Atonement
Cloud of Purification
Commune With Nature
Consequence
Control Winds
Cure Critical Wounds
Elemental Forbiddance
Insect Plague
Moonbeam
Pass Plant
Rainbow
Spike Stones
Thoughtwave
Transmute Rock to Mud
Wall of Fire

6th
Animal Summoning III
Anti-Animal Shell
Conjure Fire Elemental
Conjure Water Elemental
Feeblemind (as the 5th-level wizard spell)
Fire Seeds
Liveoak
Part Water
Sol's searing orb
Stone Tell
Transmute Water to Dust
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning

7th
Animate Rock
Changestaff
Chariot of Sustarre
Confusion
Conjure Air Elemental
Conjure Earth Elemental
Control Weather
Creeping Doom
Divine Inspiration
Earthquake
Finger of Death (as the wizard spell)
Fire Storm
Reincarnate
Sunray
Transmute Metal to Wood

Buffering Winds
Anti-Vermin Barrier
Barrier of Retention
Crushing Walls
Dragonbane
Efficacious Monster Ward
Elemental Forbiddance
Fire Purge
Frisky Chest
Grounding
Invisibility Purge
Land of Stability
Shrieking Walls
Squeaking Floors
Tentacle Walls
Thief's Lament
Undead Ward
Weather Stasis
Weighty Chest
Zone of Sweet Air
Zone of Truth

Perpetual Winds
Accelerate Healing
Age Creature
Age Dragon
Age Object
Age Plant
Body Clock
Choose Future
Hesitation
Know Age
Know Time
Modify Memory
Nap
Repeat Action
Reverse Time
Skip Day
Time Pool

Predictable Winds

Addition
Analyze Balance
Consequence
Dimensional Folding
Extradimensional Detection
Extradimensional Manipulation
Moment
Moment Reading
Music of the Spheres
Personal Reading
Physical Mirror
Probability Control
Seclusion
Spacewarp
Telethaumaturgy
Timelessness

Prevailing Winds (Law)

Calm Chaos
Champion's Strength
Compulsive Order
Control Weather
Defensive Harmony
Impeding Permission
Legal Thoughts
Rigid Thinking
Strength of One

Sporadic Winds (Chaos)

Chaotic Combat
Chaotic Commands
Chaotic Sleep
Dissension's Feast
Inverted Ethics
Miscast Magic
Mistaken Missive
Random Causality
Uncontrolled Weather

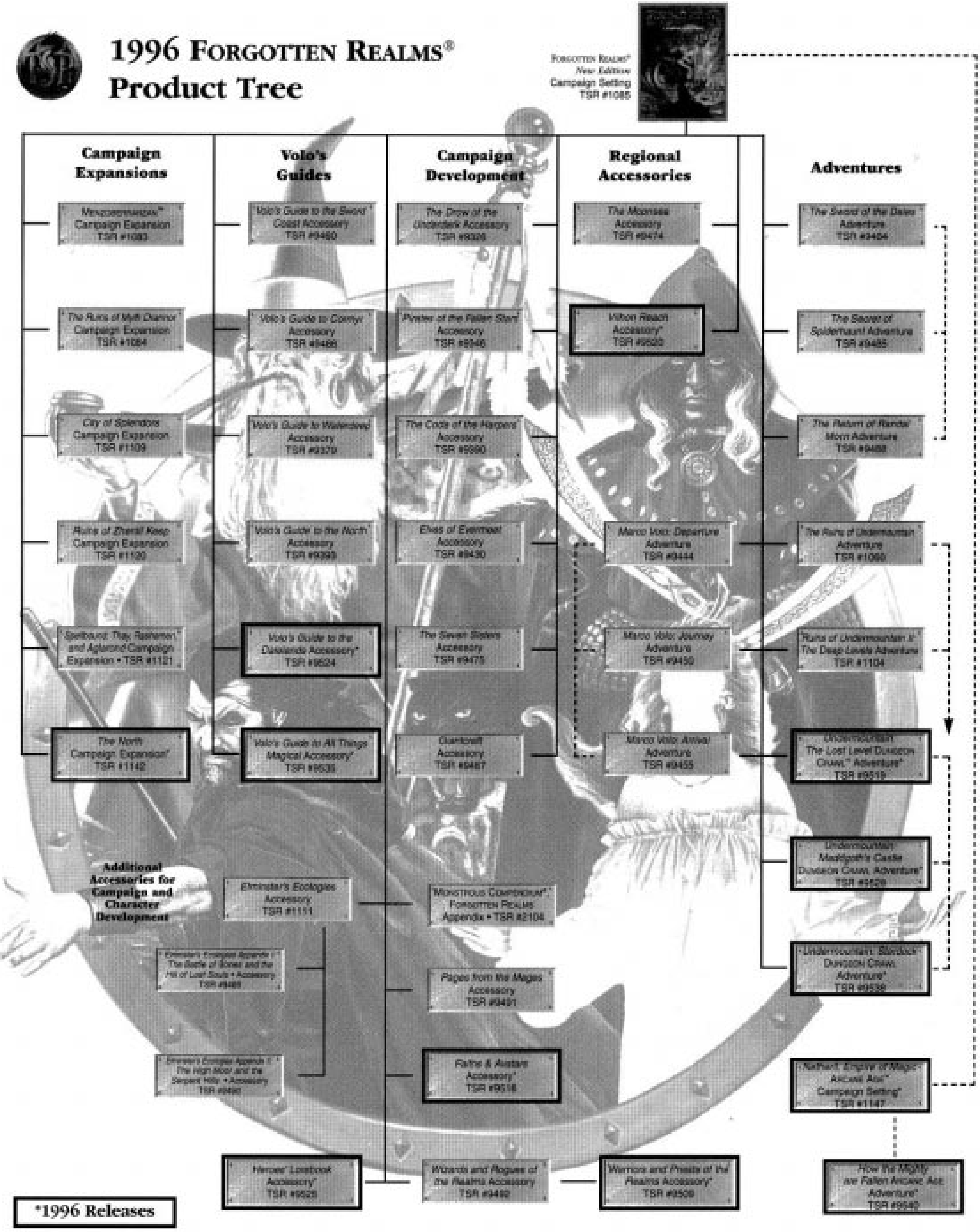
Wandering Winds

Aura of Comfort
Circle of Privacy
Clear Path
Create Campsite
Easy March
Helping Hand
Hovering Road
Know Customs
Know Direction
Lighten Load
Monster Mount
Tree Steed

Zephyrous Winds

Disbelief
Divine Inspiration
Emotion Control
Emotion Read
Genius
Group Mind
Idea
Memory Read
Memory Wrack
Mental Domination
Mind Read
Mind Tracker
Mindshatter
Rapport
Solipsism
Telepathy
Thought Broadcast
Thought Capture

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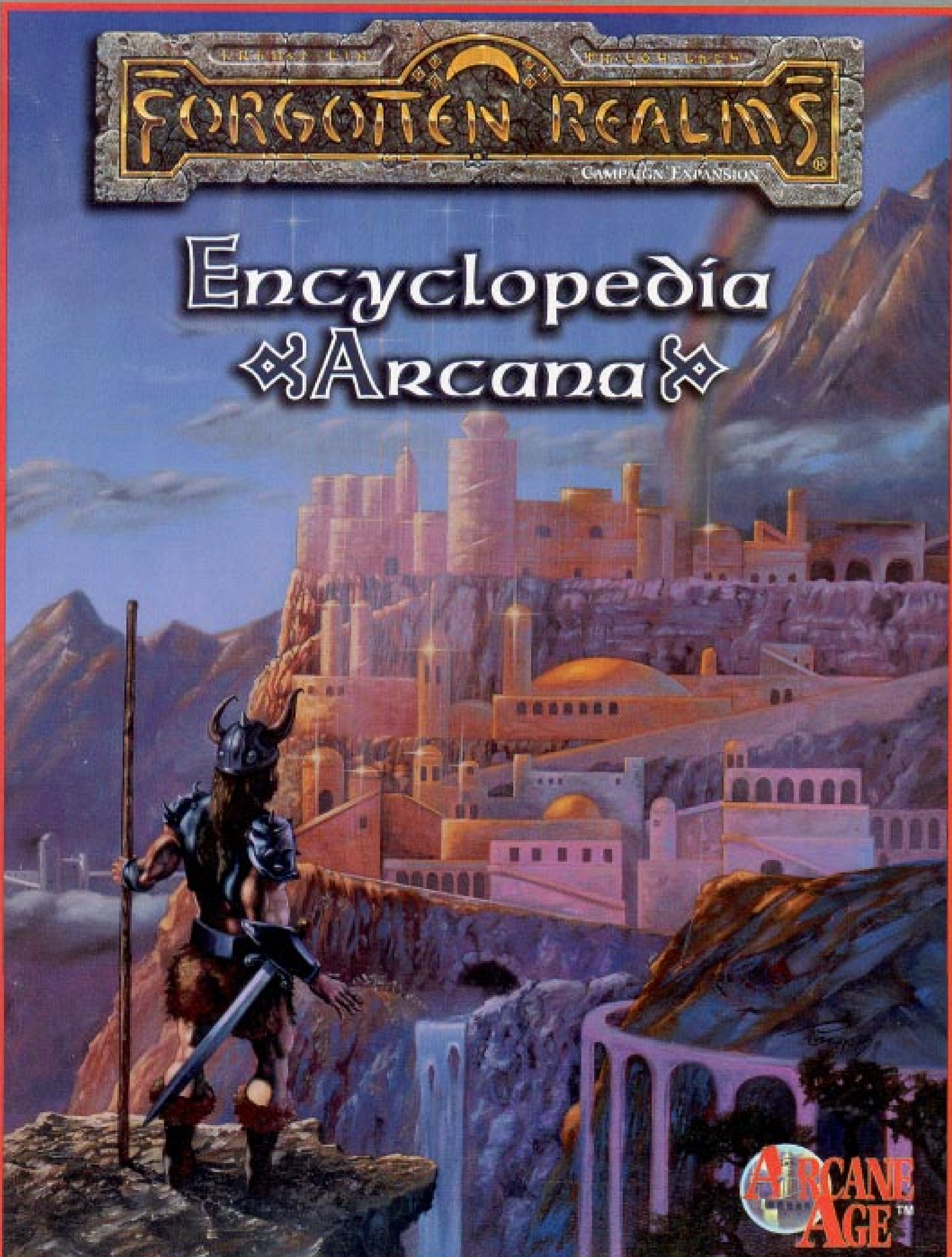


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Advanced Dungeons & Dragons®



Netheril: Encyclopedia Arcana

by slade with Jim Butler

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Magical Items

Magic in Netheril came in two varieties, magical and quasimagical. Quasimagical items were created to work in conjunction with a city's mythallar, the magical construct that provided magical power to the various cities. Once a traveler left the range of a mythallar (typically one mile), quasimagical items lost all of their powers. Magical items were created by the very few arcanists who desired to create items that would be of use outside Netheril's cities.

So, while magical items were more plentiful in Netheril than in other eras, most of the magic available was of the quasimagical variety. This made adventuring extraordinarily dangerous and real magical items quite valuable.

Creating Items



High-level playercharacters will undoubtedly desire to create magical items while adventuring in Netheril. After all, in this highly social world, power and prestige gained through creating devices spells that would outlast your mortal form. When that time comes, the choice needs to be made between creating a real magical item—and losing a point of Constitution—or inventing a quasimagical item.

Whatever the choice, it's important to keep in mind that Netherese magical items were large and bulky, consisting of many mantles, gauntlets, and scepters. Slim wands, fine jewelry, books, and musical instruments were primarily considered elven creations. That's not to say that Netherese arcanists never created such items, but it was extraordinarily rare and the spellcasters were typically students of elven wizards.

Priests of Netheril created only true magical items, never those of quasimagical origin. For whatever reason, the gods of Netheril refused to bless priests with quasimagical creations.

The process for creating true magical items is detailed in chapter 10 of the DUNGEON MASTER® *Guide* as well as in chapter 4 of the DUNGEON MASTER *Option: High-Level Campaigns* rule book. Quasimagical item creation is the same as that for true magical items, save that a *permanency* spell is not required.

Quasimagical Items

Quasimagical items consisted primarily of what would be considered permanent magical items: rings, clothing, and household items. Items that contained charges, such as wands, staves, rods, *rings of wishes*, and similar items couldn't be created as a quasimagical item. Likewise, single-use items like potions, scrolls, and *dust of disuppearance* were unavailable as quasimagical creations.

Amulet of the Archwizard

These light, gold medallions on silver chains were worn under the clothes of an archwizard. Each stamped with the coat-of-arms of a particular city (so people thought it was nothing more than a status symbol). The amulet acted as an amulet of *proof against detection and location.* It allowed the wearer to *teleport without error* to any area of the city with the utterance of a command word. Individual archwizards placed additional incantations on these amulets to suit their personal tastes and paranoia, such as a removable clasp that could be tossed aside just before the arcanist teleported away that activated like a *delayed blast fireball.*

Fjord's Stave of Sentience

Fjord's stave of sentience was originally designed in 3301 NY to cause the instantaneous growth of plants in an enclave. An error in the incantation occurred and the staff imbued temporary sentience to all plants within 100 feet. The sentience effect couldn't be controlled and was always in effect, even outside the effect of the *mythallars.*

When a plant became sentient, it was not under the control of the staff wielder. The plants seemed to remember those who had caused them harm. These people were attacked by all plants within range. Trees acted as treants and hangman trees; grass and bushes trapped their victim (like the *entangle* spell). A theory circulated shortly after the staff's first use claimed that seeds germinated within the sphere of effect of *Fjord's stave of sentience* would beget sentient plants, even when the effect was removed from the area. This theory, however, was never proven.

Mantles

Mantles and gorgets were popular in Netheril beginning in the Golden Age, and many were enspelled with various protective enchantments. Mantles normally appeared as thick cloaks with sewn-metal trimming of silver or gold. Gorgets were normally heavy metal creations set with gems and were worn primarily by the upper class (typically arcanists or the archwizard of the enclave).

As these items became more popular, some arcartists began imbuing them with offensive capabilities as well. The list below provides a source for some of the popular mantles of Netheril. The DM is encouraged to utilize the ENCYCLOPEDIA MAGICA™ tomes and his own imagination for additional types of mantles and gorgets that were in use in Netheril.

Roll	Provided the effects of:
01-04	*Cloak of the bat*
05-08	*Cloak of displacement*
09-12	Cloak of protection *
13-16	*Robe of blending*
17-20	*Ring of blinking*
2 1-24	*Ring of contrariness*
25-28	*Ring of delusion*
29-32	*Ring of feather falling*
33-36	*Ring of fire resistance*
37-40	*Ring of free action*
41-44	*Ring of invisibility*
45-48	*Ring of mind shielding*
49-52	*Ring of protection* *
53-56	*Ring of regeneration*
57-60	*Ring of spell turning*
61-64	*Ring of sustenance*
65-68	*Ring of truth*
69-72	*Ring of warmth*
73-76	*Ring of water walking*
77-80	*Ring of weakness*
81-84	*Robe of blending*
85438	*Robe of powerlessness*
89-92	*Robe of useful items*
93-96	*Robe of vermin*
97-00	Allowed polymorphing into any creature like the *polymorph self* spell

Every archwizard devised quasimagical mantles for his own personal use. It served as a status symbol and gave the archwizard's enemies an additional defense to deal with. Below are a few of the unique mantles of Netheril.

Ioulaum's mantle: In 848 NY, Ioulaum created the first quasimagical *mantle* that produced material components for a spell. The hood allowed him to see in the dark (60-foot range) and hear the thoughts of all those within 20 feet.

Karsus's Mantle: Karsus was a man consumed with knowledge, and his mantle gave him the strength to go through long periods of research without need to pause for food, drink, and rest as a *ring of sustenance.* It also acted as a *cloak of displacement* and granted Karsus a +4 bonus on all saving throws.

Shadow's mantle: This placed the user into the Demiplane of Shadow upon utterance of a command word. The wearer was not subject to attack except from other creatures on the same demiplane and appeared as a shadow to viewers on the Prime Material. If successfully turned by a cleric, the shadow disappeared for 2d4 rounds, reappearing in the same location at the end of the duration.

Fortressmantle: This strange mantle had the ability to create an effect similar to a double-strength *Daern's instant fortress* whenever the hood was pulled over the head. To exit the fortress, the user simply opened the front door, and that action pulled the hood off the head.

Spielepelzmantle: This mantle allowed the wearer to understand the language of any creature with an Intelligence of 6 or better. In addition, all those around the user could understand the mantle's wearer.

Mistress Mask

The mistress masks, worn exclusively by ladies (they were powerless when worn by men), bore minor enchantments. They allowed the user to see clearly in full darkness (an ability similar in function to *ultravision),* or if the wearer desired, with *Nalevac's deep sight.* Other powers of the *mistress mask* included *Stoca's wings, Oberon's flawless teleport, Trebbe's scry alignment,* and *read languages.*

Ring of the Archwizard

The *rings of the archwizard* provided a number of protections. Those listed below were the most common, but archwizards adjusted them to add more protection. Each power could be used once per day.

- *Poison resistance:* The wearer was immune to any poisons (though acids still affected the wearer normally).
- *Sending:* Turning the gem on the ring caused a special *sending* to be activated, and any specified individual received the message.
- *Teleportation:* The bearer could use *Oberon's teleportation* from any location to any other known location on the same plane.
- *Gate:* The archwizard could astrally travel to a desired plane. The plane and its layer (if applicable) had to be known by name. If the plane was known but the layer was not, the arcanist was gated to the most accessible layer. If outside his home plane, turning the gem over gated the arcanist home.

Robe of the Archwizard

The black *robe of the archwizard* disguised body shape and height within their folds, and a robe-generated *illusion* gave the wearer a near-perfect disguise. This allowed the archwizard to walk about his people in complete safety. Some used this ability to spy on their people or verify reports of underlings, while others used the robe's power to determine what the people wanted.

Rod of Multiport

This quasimagical device was a powerful rod used exclusively in the city of Sanctuary. It was designed to use *Oberon's teleportation* to transport a large number of targets at once. First used as a protective device to remove an archwizard's enemies, it eventually fell into the hands of the constabulary to remove bands of rowdy adventurers or brigands from the streets of the city.

The rod *teleported* all living creatures (and whatever they were wearing) within a 20-foot radius to a destination defined by the rod's user. This radius could be altered at the will of the rodwielder, but targets of the effect received a saving throw vs. spells at -2 to avoid being teleported.

Magical Items

True magical items were created by those the Netherese viewed mostly as eccentric loners and outcasts of Netherese society. Exceptions existed, such as Congenio Ioun, who created his *ioun stones* before the *mythallar* was invented, but they were in the minority. Again, true magical items were a rare find.

Chardalyn

First discovered at the Fluvion mining camp in 2654, *Chardalyns* were naturally occurring black rocks that could contain a single spell that was cast into them. Thus, spells like *Noanar's fireball* could be cast into a single *chardalyn* and then used by any creature when needed by hurling the stone at an enemy, when the magical *fireball* contained within the rock would be released.

Chardalyns were a very brittle rock that turned to a powdery substance when hurled against a solid object (it saved as glass versus crushing blow when used in this manner, requiring a natural roll of 20 to resist breakage). Arcanists tried for years to utilize this powder in some useful fashion, but nothing ever developed.

The rocks also had a chance to absorb incoming spells that were directed at the holder, so long as they did not yet contain a spell *(chardalyns* could only contain a single spell). On a roll of 7 or less on a d12, a chardalyn would completely absorb an incoming magical spell, storing it until later broken.

Chardalyns were highly sought-after magical storage items in Netheril, and many arcanists went to great lengths to obtain them. Even those who didn't cast spells saw the use in carrying around an assortment of the stones to protect themselves.

Toward the start of the Shadowed Age, about 10% of *chardalyns* were discovered to contain an *antimagic shell* within them. This was believed due to the ever-increasing amount of *magic drain* spells cast by the phaerimm.

Congenio's Pebble

Congenio Ioun was one of the greatest of the "early" arcanists. Working under the pretense that only small or thin objects like pebbles, stones, cloth items, and small daggers could be enchanted to hold magic, Ioun worked exclusively with small, semipolished stones. Originally called *Congenio's pebbles,* the name was soon changed to *Ioun's stones* at the request of a close friend.

During his extraordinarily long life, Congenio managed to create over 30 different *Ioun's stones*. Even after his death, his work was continued by a number of arcanists. It was these arcanists who finally broke the barrier Congenio himself set up: All *ioun stones* of the same shape were enchanted with the same spell in order to alleviate any confusion on the part of the purchaser. These arcanists then imparted their own spells on whatever shaped gem they happened to come across.

With the exception of *Euhedral* gems, the materials used to make *Ioun's stones* were imperfect. All forms of Congenio Ioun's *pebbles* and *stones* had 10 hit points and an Armor Class of -4.

Before rolling on the *Ioun's Stone* table, use the following chart first. This chart allows the DM to tailor the table in accordance with the timeline. For instance, *Ioun's stones* and *pebbles* didn't exist until he made them, making them nonexistent before 397 NY.



Year NY	Rolls Allowed on Table Below
397-451	01-18
452-1365	01-70
Post-1365	All

Congenio's Pebbles (397-451 NY)

d20 Roll	Shape	Effects
1-3	Anhedral	Bless: +1 to AC.
4-6	Echinid	*Detect magic*
7-9	Hexagonoid	*Detect poison:* hummed softly when poison was within 20 feet.
10-12	Spindle	*Invisibility to animals:* Upon command, the stone projected this spell around its owner. It lasted for one turn and was usable but once per day.
13-15	Pebble	*Invisibility to undead:* Same as above
16-18	Star	*Light:* Same as above.
19-20	Round	*Read magic* (continually)

Ioun's Stone (452-1365 NY)

2d20 Roll	Shape	Effects
2-4	Cephaloid	Projected an *obscure alignment* effect within 20 feet of its owner.
5-6	Cube	Granted +1 to Dexterity.
7-9	Cylinder	Granted a +1 bonus to saving throws versus acid.
10-13	Decipton	Shed *continual light* on command from the gem's surface (couldn't be cast on other creatures).
14	Dendroid	Added one level of ability (not cumulative with other like stones).
15	Dodecahedron	Granted +1 to Constitution,
16-17	Ellipsoid	Granted a +1 bonus to saving throws versus poison gas.
18-19	Enneid	Granted +1 to Charisma score.
20	Euhedral	*Stone* had perfectly formed and mirrored faces. Reroll twice on this table, ignoring this result each time. The stone possesses both of the powers rolled.
21	Hectoid	Granted +1 to Strength.
22	Helicid	Allowed user and 200 pounds to turn gaseous for one hour.
23	Heptid	Brought a creature from death's door (from zero to -10 hit points) to 1 hit point. The stone turned to powder when used.
24	Monoclinoid	Disabled all use of *infravision* within 20 feet.
25	Nephroid	Granted 5% magic resistance.
26	Ovoid	Allowed *water walking* for one hour each day.
27	Octahedron	Protected its owner with a *mind blank* spell effect, continually.
28	Orthorhomboid	Granted +1 to Intelligence.
29	Peg	Provided a bonus of 10 arcs, winds, or songs for the spellcasting owner. It had no effect for nonspellcasters.
30	Pentahedron	Bestowed free action once per day for one hour.
31	Prism	Allowed sight in magical darkness.
32	Pyramid	Regenerated one hit point every four hours, up to the creature's normal maximum.
33	Rectangle	Granted a +1 bonus to saving throws versus poison.
34-36	Septahedron	Granted the benefit of a strength spell for one hour, once per day.
37-38	Sexahedron	Allowed user and 200 lbs. to *teleport*. Once this power was used, the stone turned to dust.
39	Tile	Projected an *antimagic shell* around the owner that lasted for 1 turn. It turned to dust after use.
40	Tredyhedron	Granted +1 to Wisdom.

***Ioun stone* (1365 NY and later)**

d20 Roll	Shape	Effect
1-2	Triclinid	Granted a +1 bonus to saving throws versus magical or nonmagical fire.
3-4	Tubule	Granted its owner *infravision* to a range of 60 feet.
5-6	Decahedron	Sustained the user without water indefinitely.
7-8	Heptahedron	Granted a +1 bonus to saving throws versus electricity.
9-10	Lozenge	Granted a +1 bonus to saving throws versus charm-related spells.
11	Rhomboid	Absorbed 10 hit points of damage, but turned to dust afterward (not cumulative with other like stones; only one could be in place at any given time, otherwise none of them worked).
12-14	Rod	Granted its owner the ability to *comprehend languages*, continually.
15-16	Sphere	Granted a +1 bonus to saving throws versus petrification.
17-18	Stelloid	Sustained the user without food indefinitely.
19-20	Tetrapton	Granted a +1 bonus on saving throws versus magical and nonmagical cold.

Halavar's Universal Pantograph

Halavar was the archwizard of Palter who spent most of his time entertaining the youth of Netheril, but he did create a magical item that allowed him to reproduce his puppets and marionettes. Through a strange twist of fate, the device worked to create just about anything.



His *universal pantograph* literally duplicated any nonmagieal item placed in it. It worked once per day, but the item reproduced anything—even living matter. The device could clone living creatures as well, creating an exact duplicate (right down to the personality). The devout of Selûne and Tyche soon rose up against the city of Falter in order to lynch Halavar. He escaped, but he was killed by bandits who ended up using his creation to get rich.

The *pantograph* was a small box, about two feet on a side, that was made of oak and bound in silver. It was engraved with visages of marionettes and laughing children.

Any item placed within the *pantograph* was duplicated the moment the lid was closed, creating an exact duplicate that appeared next to the box. Living creatures (typically after being shrunk down to fit within the box) could also be duplicated, but the side-effects of such use were identical to that of a *clone* spell.

Lefeber's Enchanter

Lefeber's Enchanter was a rod that produced, on demand, a deviated yet permanent form of the *enchant an item* spell. This effect granted an item the ability to inherently absorb random or specific magical energy.

Each time a charge from the *Lefeber's Enchanter* rod was used on an item, the item gained the ability to absorb up to five spell levels of magical energy. For instance, if three charges were used on a long sword, the sword could be enspelled with 15 spell levels (five 3rd-level spells, one 9th-level spell and one 6th-level spell, or any other combination that didn't exceed the spell level limit.) If the use of a spell exceeded the spell limit of *Lefeber's enchanter,* the spell was simply wasted (along with the charges implanted in the item).

In all other ways, magical items needed to be made as detailed in the DUNGEON MASTER *Guide. Lefeber's enchanter* didn't eliminate the need for *permanency* spell, nor did it allow an item to function outside a mythallar's area of effect. It simply allowed an arcanist to save his spell energies for imbuing an item with magical power.

Mythallar

This magical device looked much like a *crystal ball* but was about 150 feet in diameter. The globe shed a very bright light—almost as blinding as looking directly into the disc of the sun—with dimmer shadows and shapes moving across its surface. An ornate stand kept the perfectly spherical device in place.

Its function was a simple one—it converted raw magic from the weave of Mystryl and sent that power throughout an enclave to provide the magical energies required for quasimagical items to continue operating. This allowed arcanists to create quasimagical items without the need to expend Constitution points with *pemzaneney* spells. Every enclave contained at least one *mythallar*- especially since the *mythallar* was absolutely necessary to keep the city afloat.

When a quasimagical device was within the effect of the *mythallar*, it gained the ability to use the magical powers that had been imbued into it. Outside the area, quasimagical devices ceased to function and were completely nonmagical devices.

The *mythallar* had an effective range of one mile. Therefore, if an enclave was larger than one mile in diameter, it had to have more than one *mythallar*. On such a city, the overlap of effect from two *mythallars* didn't double the effect of quasimagical items.

Touching a *mythallar* was a lethal decision. Anyone who touched the device was instantly slain (no saving throw). Any item (even true magical items) that touched it, (except the stand) was instantly disintegrated. Any undead that touched the *mythallar* were destroyed.

Nether Scrolls

This set of 50 scrolls was the foundation for magic use by the Netherese, perhaps by all of the sentient races that developed on Faerûn. Some races, like the elves, brought their own magic with them when they migrated to Toril, and it's doubtful that their style of magic use was influenced much by the *nether scrolls.* But for the Netherese, their ability to use magic and the wisdom contained within the *nether scrolls* were forever entwined.

It's unknown who created the *nether scrolls.* Some believed that they were gifts left by the Creator Races to the humans of Toril. Others believe that they were a gift from Mystryl, the goddess of magic. Other beliefs hold that the *nether scrolls* are of unworldly origin, perhaps from the outer planes or from some crystal sphere beyond Realmspace.

What was known about the *nether scrolls* was that they appeared as sheets of gold and platinum. They were covered with magical runes and sigils that shimmered upon their surface, Anyone who saw them immediately knew that they contained magical power and wisdom.

The small size of each scroll belied its content: Magic weaved its way across the surface, turning a quick-reading page of text into a tome that would take months to finish. In addition, there never seemed to be an end to the amount of information contained on a single scroll. As one developed in the mystical arts and re-read the scrolls, new passages and spells appeared.

The *nether scrolls* were immune to all magical effects, including *disintegration* spells and other harmful magic. They could be hammered into an unrecognizable mass, however, as was demonstrated a few times in Netheril's long history. Eventually, the magic of the *nether scrolls* would recombine lost pieces of itself, but the time required for such a rebirth was long (it's unknown if it has reformed currently, but the Netherese never saw the scrolls reform themselves).

The *nether scrolls* were unlike normal scrolls in that their magic wasn't just sitting there to be read like a normal scroll. Instead, they were to be studied and pored over, the reader searching for new pieces of magical lore. They were unable to be duplicated by any means, and the Netherese kept them as safe as they could until finally losing the last scroll.

The scrolls appeared to be divided into five sections of 10 scrolls each. Just like the scrolls themselves, however, this five-part organization could have disappeared after enough study.

Arcanus Fundare

These first scrolls provided the basics of spellcasting, including the use of cantras, spell components, and the various magical schools (such as alteration and invocation, among many others). These schools were the very foundation on which magic use was built, though the Netherese chose to combine them into three categories (Inventive, Mentalism, and Variation).

Magicus Creare

These scrolls detailed the creation of magical items yet hinted at a wide range of possibilities beyond the basic construction of such items. Magical items that became a part of the creator were hinted at, as was the creation of sentient magical items for specific purposes. Most of the scrolls were stolen or destroyed before much work could be done in this area, however.

Maior Creare

The Creation Scrolls, as arcanists quickly referred to them, detailed the process of creating magical constructs, such as golems. More than that, they also taught the elements of creating living wards (artificial items designed to augment an arcanist—a weak example would be something akin to *eyes of minute seeing)* and sentient wards (items that actually thought for themselves and had the ability to perform actions, such as an extra hand that would activate a staff to protect itself).

Finally, these scrolls detailed the properties of antimagic as projected by creatures like beholders. It also discussed ways to both create and destroy dead-magic areas.

Planus Mechanicus

Not only did these scrolls detail planar mechanics, explaining how the different planes of existence were related to one another and how magic worked in each plane, they also detailed the process by which to create pocket planes. These scrolls were the ones that Shadow studied over the course of his life, and he was the foremost expert on planes in all of Netheril.

Ars Factum

This final set of the *nether scrolls* provided the foundation for the actual creation of artifacts from scratch. It was the most difficult to fathom and required extensive knowledge of all other *nether scrolls* before one could unlock its power. A few arcanists tried anyway, however, and ended up creating the *Crown of Horns* and the *Scepter of the Sorcerer-Kings.*

Netherpelter

Much like a blowgun, these devices were designed to propel a small pellet or dart toward an intended target. If used in that design, the *netherpelter* caused the ammunition used to inflict double damage, had double the range, and granted the user half the normal Initiative modifier penalty.

The *netherpelter* was actually designed to propel magical ammunition. These simply were called pellets, as detailed below:

Blackhole: Anything touched by this pellet was trapped within its confines unless it made a successful saving throw versus spells. While in the *blackhole,* the creature didn't realize the passage of time and was unaffected by it. They could be released by the use of a *Chronomancer's time stop* spell. It could contain but a single creature.

Blowhole: This pellet expanded to 10 times its size when it entered the flesh of a victim and inflicted 3d8 points of damage.

Decay: Anything touched by this pellet had to save vs. crushing blow (or death magic) or rot, rust, decompose, or gangrene in two rounds. A successful *dispel magic* (cast versus 12th level of ability) could negate the effect, as could a *cure disease* spell (versus a living target).

Firepit: This pellet exploded on impact, creating a roaring fireball equivalent of a 10-die *Noanar's fireball* spell.

Waterpelt: This pellet became a huge tentacle of water when fired, inflicting damage equal to a water elemental (5d6).

Windwhip: This pellet grounded flying creatures equal to the effects of an air elemental.

Skimmers

Originally used in the Moss, skimmers were small, dangerous boats propelled by snared air elementals. Youths were once found skimming through the Moss, trying to avoid the dangers and lethal creatures as a form of entertainment, but when pockets of noxious swamp gases were discovered—and the unlucky skimmer riders fell lifeless from the fumes—the fun stopped.

Skimmers, however, remained. Some larger versions were used in the Narrow Sea to transport people and cargo quickly. Riverboat skimmers were commonly used along the watercourse where gamblers squandered their hard-earned money and walked home without their shirts. The young of Netheril, however, still used skimmers for their dangerous games, but the Marsh of Deception and Escalade Rill were now responsible for their early retirements.

A skimmer moved as fast as the trapped air elemental or airkin contained within it. A new type of skimmer was in development that used encapsulated planar creatures, but the tendency for the user to suddenly *gate* into that plane (which was often hostile) was quite high (45% per use).

Elemental	Movement
Aerial Servant	24
Air Elemental	36
Arctic Tempest	27
Sylph	36
Tempest	24

Storm Star

This magical weapon was a long, heavy morning star. Various specimens existed; most of them electrum-plated steel. They were +1, +2, or +3 weapons, and crackled with spectacular-though harmless-arcs of lightning when wielded.

Once per turn, the wielder of a storm star could unleash a *battle bolt of lightning.* This version of *Volhm's chaining* struck for 8d6 points of damage in addition to physical weapon damage (after a successful attack roll).

d10 Roll	Dweomer	Damage
1-5	*Storm Star +1*	2d4+1
6-8	*Storm Star +2*	2d4+2
9-10	*Storm Star +3*	2d4+3



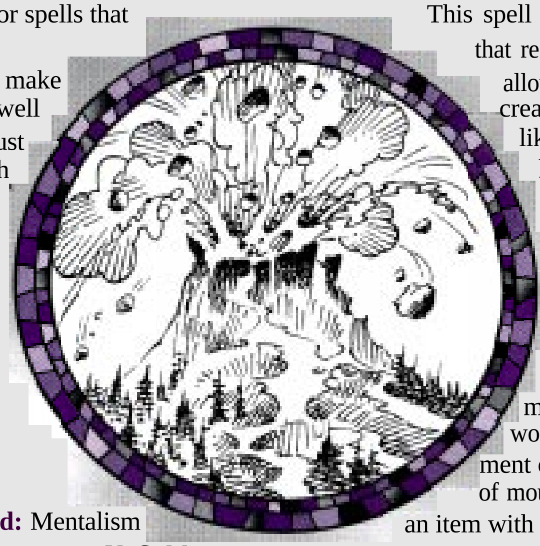
SPELLS

Magic was at the very heart of Netheril, and many of the archwizards and priests of the era called upon great magic to allow them to preform great feats of legend that would drive people to either their enclaves or their congregations. This chapter contain some of the unique and wonderous spells that existed only at the time of Netheril.

Arcanist Spells

The high-level magic of the archwizards was a source of pride and accomplishment in Netheril. The residents of the cities looked to the archwizard as a source of power to shield them from the wilds of the ores, goblins, and barbarians that lived below them. Hence, their unique spells were highly guarded secrets that they traded to outsiders only in exchange for magic or spells that they did not yet possess.

Player characters who plan to make Netheril their home could very well work their way into positions of trust and gain some of these spells (with the obvious exception of the *Karsus's avatar* spell). Adventurers were always returning with strange and wonderful items, and some of the archwizards had cordial relations with select groups.



Karsus's Avatar

(Invocation/Evocation, Enchantment/Charm, Alteration)

Level: 12
Range: Unlimited
Duration: Unlimited
Area of Effect: One god
Field: Mentalism
Components: V, S, M
Casting Time: 6 hours
Saving Throw: Special

Karsus spent well over a decade researching this spell. It was so complex that he had to use a stone-filled gizzard of a gold dragon and part of the epidermis of the pituitary gland of the tarrasque just to enchant one of the material components of the spell.

This spell allowed the caster to become a god of his choosing, replacing a current god with himself the moment the spell was completed. Whether the gods received a saving throw, were aware of its casting, and other factors were unknown.

The notes regarding the spell's essence were nowhere to be found. It's believed Mystra, the reincarnated form of Mystryl, snatched the spell information from the ruins of Karsus's enclave and sent it on an eternal journey to the ends of the universe.

Lefeber's Weave Mythal

(Invocation/Evocation)

Level: 10
Range: Touch
Duration: Permanent
Area of Effect: 300' radius sphere/lvl
Field: Inventive/Mentalism
Components: V, M
Casting Time: 3 days
Saving Throw: None

This spell created a spherical force of magic that required an activation of some sort to allow entry. All living creatures, undead creatures, animated objects, and the like unfamiliar with the activation key were unable to penetrate the perimeter of the spell.

Lefeber included a number of activation formulae for his new Mythal, and the archwizards who adopted this protection used some of his ideas or created their own The method used to penetrate a mythal included: somatic movement, word, or phrase activator; proper alignment or motivation; riding a specific kind of mount; humming a few bars of a song; or an item with a magical imprint of some sort.

When creating a mythal, the size of the spherical protection was based on the level of the spellcaster—this was the maximum size of the sphere. The size, however, could be smaller if the arcanist desired. Once cast, the arcanist lost one level of experience, but was able to attach one additional spell or effect for every five levels of the caster (rounded down) to the mythal sphere. For instance, a *lightning bolt* could be attached to the mythal to attack anyone who neglected to use the activation key to gain entry, and this *lightning bolt* would strike as many targets as the arcanist had levels when the mythal was created.

Mavin's Create Volcano

(Conjuration/Summoning)

Level: 10
Range: One mile/level
Duration: One year
Area of Effect: Special
Field: Inventive
Components: V, M
Casting Time: 1 day
Saving Throw: None

This spell was never cast in Netheril, but every arcanist that looked at its formula was convinced that it would do as promised: create a volcano. Numerous ideas were brought forward to rid Netheril of the threat of orcs, goblins, and other undesirable creatures, but the threat to other ground-dwelling creatures (including the dwarves, elves, and other groundling cities) was too great.

According to spell notes, the casting of the spell would produce a minor earthquake in the effect's area. Within a week, ash and steam would be seen pouring through the earth. Within a month, a complete, erupting volcano would be present.

The material components for this spell included a mantle of sewn diamonds that acted as double-strength *ring of fire resistance*, a *helm of brilliance*, and a *mythallar*, which was placed at the site of the volcano.

Mavin's Earthfast

(Alteration)
Level: 10 **Field:** Variation/Inventive
Range: one mile/level **Components:** V, M
Duration: one year/level **Casting Time:** 9
Area of Effect: 1 mile/level **Saving Throw:** None

This spell was initially created to allow further mining of areas that were too dangerous to work otherwise. By casting the *earthfast* spell, large areas of underground tunnels became impervious to cave-ins and other similar catastrophes, the magic supporting the ceiling so that additional mining could continue.

The spell was also used for other purposes, since it also drastically halted the weathering of city streets and buildings. Many cities sought out archwizards who would cast the *earthfast* spell to preserve important areas of their community.

The material components for this spell were a *stone of controlling earth elementals*, six *chardalyns* (each of which was imbued with a *transmute mud to rock* spell), and an earth elemental. All of the components were consumed during casting.

Mavin's Worldweave

(Conjuration/Summoning, Necromancy, Alteration)
Level: 11 **Field:** Inventive
Range: Sight **Components:** V, M
Duration: Permanent **Casting Time:** 10
Area of Effect: one mile/lvl **Saving Throw:** None

The *worldweave* allowed an archwizard to change the weather patterns of a large parcel of land until dispelled. Throughout Netheril's existence, this spell was used hundreds of times to stay the effects of the polar ice in its northern borders. This gave Netheril's land a temperate climate instead of one more suited for its placement on the globe—a subarctic clime.

With cast, the archwizard was able to change the climate of an area by one grade—either up or down. Refer to the table below to determine the grade changes possible. It was possible to change the climate more than one step, but multiple layers of *Mavin's worldweave* were required.

	Tropic	Subtropic	Temperate	Subarctic
Arctic	4	3	2	1
Subarctic	3	2	1	—
Temperate	2	1	—	1
Subtropic	1	—	1	2

Proctiv's Breach Crystal Sphere

(Alteration)
Level: 11 **Field:** Variation
Range: Touch **Components:** V, M
Duration: Permanent **Casting Time:** 1 turn
Area of Effect: One sphere **Saving Throw:** None

This spell allowed the caster to permanently close a crystal sphere to all traffic (if the reverse of the spell was used), though *teleport* spells would function. Casting the spell in its normal form superseded any previous seal cast on it, and traffic through the sphere was once again possible. (Any sphere *sealed* by this spell before the fall of Netheril was closed and cannot be entered except through the use of *teleport* spells).

The sealing of a sphere prevented spelljamming vessels from entering its space. Only through planar travel, teleportation magic, or other mystical means could one gain entry to a crystal sphere sealed by this spell.

The material component for this spell was a 100-ton spelljamming vessel that contained a major helm, which was consumed at the utterance of the spell.

Proctiv's Move Mountain

(Alteration)
Level: 10 **Field:** Variation
Range: Sight **Components:** V, M
Duration: Permanent **Casting Time:** 2 hours
Area of Effect: Mountain **Saving Throw:** None

This spell was vital in the construction of enclaves. Without this spell, there was no simple way for severed mountains to be turned over and set afloat above the landscape.

When this spell was cast, the archwizard simply viewed the mountain he wanted to affect and the mountain was severed from the earth, leaving a flat mesa behind. The mountain was then turned over so the flat side was up, and the *move mountain* spell allowed this new structure to *levitate*. Once this was accomplished, the archwizard could begin constructing a city upon its smooth surface.

The material components for this spell were a *mythallar* (which needed to be placed in the new city within two weeks), a magical device that allowed flying or levitation, and a *crystal ball*.

Tolodine's Killing Wind

(Conjuration/Summoning)
Level: 10 **Field:** Inventive
Range: 100 yd/lvl **Components:** V
Duration: 1 hr/lvl **Casting Time:** 1 round
Area of Effect: 100 yd/lvl **Saving Throw:** Special

Tolodine's *killing wind* was designed to kill large numbers of creatures, and it worked well. When cast, billowing vapors moved away from the caster at an incredible rate of speed, overtaking anything within the area of effect unless magical means were used to escape.

Creatures caught within the cloud were entitled to a single saving throw versus spells to resist being killed by the spell. Creatures made a saving throw with a modifier based on the caster's sacrifice.

The casting of this spell automatically drained two life-levels from the caster (though for purposes of area of effect, range, and duration, the caster's original level was used). In addition, the caster could opt to sacrifice more life energy, imposing a -1 penalty to all saving throws for every two levels so sacrificed (up to a maximum of -10). The one side effect to this, however, was that there was a 5% chance per level drained voluntarily that the caster's essence would be pulled into the Negative Energy plane forever.

If pulled into the Negative Material Plane, one of two things occurred. If the caster was alive, the essence was consumed and the caster killed. The spellcaster was lost forever and couldn't be *resurrected* or brought back to life in any way. If the spellcaster was undead, the essence continued to exist but it was trapped in the Negative Material Plane.

Valdick's Spheresail

(Conjuration/Summoning)

Level: 10 **Field:** Inventive
Range: Touch **Components:** V
Duration: Permanent **Casting Time:** 9
Area of Effect: One watercraft **Saving Throw:** None

The archwizard Valdick loved to travel—not through the planes, but through the Prime Material plane. Travel between crystal spheres was his favorite, but he didn't like the amount of time required to traverse these long distances, therefore he created the *spheresail* spell.

Unlike *spelljamming helms*, which converted magical energy into motive force, the *spheresail* gained its power from one of two sources, depending upon where it was being used.

Within a crystal sphere, the spell dipped directly into the magical forces of the goddess Mystryl and converted this raw power into motion, giving the spelljamming craft great spell (a maximum Movement Rate of 20 near planets or double-spelljamming speed in the intervening space between celestial bodies). This allowed the user to go from one planet to another quickly or from one city to another at lightning speed.

Outside a crystal sphere, the *spheresail* spell focused on the gravitational energies of the destination sphere, pulling itself along these lines, gaining speed. By using this spell, a spelljamming vessel could traverse the distance in half the time ordinary spelljamming crafts were able to move.

Cast upon a vessel designed specifically for spelljamming or on any watercraft, the spell was permanent until dispelled by an arcanist of equal or greater level. The effects of the *spheresail* could be turned off and activated at will as many times daily as needed.



Priest Spells

Arcanists were not the only spellcasters of Netheril to call upon mighty magic. Priests of the 10 faiths likewise demonstrated the power of the gods.

Listed below are spells for specialty priests. Note that spheres that contain a listing of a god's name indicate a spell that is available to followers of that particular power only.

1st Level

Detect Living

(Divination, Necromancy)
Sphere: Jergal
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 60-foot-radius sphere, centered on caster
Saving Throw: None

This spell discovered emanations of life, making all living things within the area of effect glow with an easily discernible aura visible only to the caster. Intelligence was the main quality upon which the spell focused, because more intelligent creatures glowed more brightly. This spell could detect life that was invisible, concealed, disguised (even trapped within solid objects or magical forms), or astral or ethereal, but didn't reveal the state of the life. This spell gave no hint of the nature, thoughts, or inclination (for example, hostile or friendly) of the life detected.

The spell didn't allow direct mental contact, and did not detect beings magically shielded from divination-type magic (such as those using an *amulet of proof against detection and location),* psionically shielded creatures, or the wills of scryers who were not present (such as arcanists using *wizard eyes* or *crystal balls).* Beings hidden in an extradimensional space were considered to not be present.

This spell was developed by the Scriveners of Doom who understood that mortals often fled from eternal rest, too blinded by fear and ignorance to realize that a priest was trying to help them. The spell also served as a defense against living adversaries who might try to ambush spellcasters before their appointed times.

Precipitation

(Alteration)
Sphere: Elemental Water
Range: 10 yards/level
Components: V, S, M
Duration: 1 round
Casting Time: 4
Area of Effect: 30-foot-diameter cylinder up to 60 feet high
Saving Throw: None

This spell precipitated a light rain out of the air, drizzling on everything in the area of effect. Small flames (candles) were extinguished. Small fires (torches and campfires) guttered and smoked for a round after the drizzling stopped. Bonfires and most magical fires were unaffected. Large magical fire effects *(fireball, wall of fire, flame strike)* cast into the area during the rain were reduced in the damage they inflicted by 2 points per die and created a warm fog that obscured vision in an area 60 feet in diameter. This lasted 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

The *precipitation* spell had doubled effect in humid climates, caused only slight dampness in arid climates, produced light sleet at temperatures near freezing, and created snow if the temperature was below freezing.

The material component for this spell was the priest's holy symbol.

2nd Level

Amaunator's Uncertainty

(Enchantment/Charm)
Sphere: Amaunator
Range: 30 yards
Components: V, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 40-foot sphere
Saving Throw: Neg.

Creatures affected by this spell paused in uncertainty before executing their intended actions. In a combat situation, this equated to an Initiative penalty equal to one-third the spellcaster's level (rounded down). This reaction penalty began the round after the spell was cast. In a noncombative situation, the victim paused one-third of a round (about 20 seconds) per level of the caster before executing an action.

The spell affected 2d4 plus one-half the caster's level in Hit Dice or levels of creatures within the area of effect. All possible victims were allowed a saving throw vs. spell to completely negate the effects. If affected victims left the area of effect, they still suffered the spell's effects until the spell expired.

The material component of the spell was a fragment of a turtle's shell.

Determine Final Rest

(Divination)
Sphere: Jergal
Range: 10 yards
Components: V, S
Duration: 1turn
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

This spell was similar to *know alignment* in that it enabled the priest to read the aura of a creature. However, this particular strain of magic was used to quickly determine the Outer Plane and its level to which the examined individual should be consigned after death. Note that those spells and objects that prevented a *know alignment* spell from functioning also inhibited a *determine final rest* spell from functioning.

Favor of the Goddess

(Alteration, Invocation/Evocation)
Sphere: Jannath
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 5
Area of Effect: Two plants, vegetables, or pieces of fruit/level
Saving Throw: None

This spell conferred instant fertility to plants or doubled the yield of already-mature, growing plants. For example, picked fruits in a basket swelled to twice their former size when this spell was cast on them. Tainted, diseased, spoiled, or poisoned plants were rendered wholesome by this spell, but plants naturally harmful to humans were not made safe. Affected plants seemed to glow with life and goodness, and their dramatic increase in volume could break open containers if the chosen produce had strength enough. For instance, cucumbers would burst open a crate or barrel, but tomatoes would explode before such containers gave way. This spell could only affect a plant, vegetable, or piece of fruit once. Further castings were ineffective.

Handfang

(Alteration, Necromancy)
Sphere: Moander
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: The caster's palm
Saving Throw: Special

This spell created a fanged, biting mouth in the palm of the caster's hand. It could readily be concealed by curling the hand into a fist or by placing the palm of the hand against something. Its bite was under the control of the caster; it didn't automatically snap at anything it touched. The caster could only deliver the hand's attack by slapping his palm against a target, requiring a successful normal attack roll; it could bite once per round.

The bite of a *handfang* inflicted 1 point of damage and forced the victim to make two saving throws, one vs. paralyzation and the next vs. spell. If the saving throw vs. paralyzation failed, the victim was paralyzed for 1d3 rounds; if it succeeded, this effect was negated. If the saving throw vs. spell failed, the mouths saliva corroded the victim, inflicting 3d4 points of additional damage. If this saving throw succeeded, this damage was reduced to 1d6 points.

These twin saving throws were made against every bite of a *handfang;* saving successfully against one attack didn't mean that the victim was immune to these effects. Paralyzed victims who were not actively protected by compatriots or somehow moved beyond the reach of the spell's caster were automatically successfully attacked by the *handfang* on subsequent rounds while they were paralyzed if the spellcaster targeted them.

Tyche's Touch

(Abjuration)
Sphere: Tyche
Range: Touch
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: One living creature
Saving Throw: None

This spell conferred a protection or a curse upon a single living recipient creature that couldn't be ended by *dispel magic* or other magical effects. It lasted until the death of the recipient creature or until its power was exhausted by use. The positive and negative forms of the *Tyche's touch* spell automatically canceled each other out if cast on the same creature, regardless of how many saving throws the first spell to be cast had affected.

A priest of Tyche had to physically touch the spell recipient with a bare hand to cast this spell, requiring a successful attack roll if the recipient was in battle or unwilling. *Tyche's touch* conferred a set of bonuses or penalties upon the saving throws of the recipient it affected; whether the spell's target was given bonuses or penalties was determined by the casting priest.

The first saving throw made by the recipient after the spell was successfully cast was made at a +4 bonus or -4 penalty, even if it took place later in the same round as the spell took effect. The second saving throw after the spell took effect was at a +3 bonus or -3 penalty, the next at a +2 bonus or -2 penalty, and the following one at a +1 bonus or -1 penalty. After the four affected saving throws occurred, the magic was exhausted.

Only one *Tyche's touch* could be in effect upon a victim at any one time. Additional castings of the same type of *Tyche's touch* had no effect while one *Tyche's touch* was still in effect. Castings of the opposite forms on the same being canceled each other out, as mentioned above. In addition, Tyche didn't allow her *touch* to be imposed upon to the same creature more than once in any day unless there were exceptional circumstances affecting members of her own faith. Any attempt to cast *Tyche's touch* more than once a day on a nonworshipper of Tyche automatically failed; multiple castings of *Tyche's touch* on her own faithful are allowed only at the DM's discretion.

The material component of this spell was the priest's holy symbol.

Wind Lash

(Alteration, Evocation)
Sphere: Kozah
Range: 5 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: One being
Saving Throw: ½

This spell created an invisible, weightless whip of hard-edged air extending from a limb of the caster. With this construct, the caster could strike with his normal THAC0 at one chosen opponent, dealing 2 points of damage per level per successful attack. In any round in which the wind lash successfully struck, all target spellcasting that had a casting time of more than 1 was ruined, and the

target had to make a successful saving throw vs. paralyzation or be hurled to the ground, taking an additional 1 point of damage and forcing all fragile items carried to make a saving throw vs. fall.

The caster could switch targets at will, but switching targets consumed a round, during which time no one could be attacked by the *wind lash.* The nature of the *wind lash* was such that only the chosen target was struck. Other beings were aware of the spell because it emitted snarling wind noises and sometimes blew away small, light objects such as cap-feathers and parchments that were not securely gripped (but they suffered no damage). If the spellcaster cast another spell while this spell was still in effect, the *wind lash* dissipated immediately. A *wind lash*- wielder could employ magical items simultaneously with a *lash* if they could be wielded with one hand.

3rd Level

Armor of Darkness

(Alteration)
Sphere: Shar
Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: The caster or 1 touched creature
Saving Throw: None

This spell created a flickering, impressive-seeming shroud of magical *darkness* around the caster or a single touched recipient creature. The aura could, if the caster desired, conceal the wearer's features. In any case, it improved the wearer's Armor Class by 1 point for every four experience levels of the caster (rounded down). It also lessened all nonmagical damage suffered by the wearer by 1d4 points per round. (This reduction changed to 2d4 points if the caster was of 12th level or greater.)

The wearer of armor of *darkness* could see through the *armor* as if it did not exist and was also afforded 60-foot-range infravision by the spell. All beings within *armor of darkness* were immune to hypnotic magic and other effects that depended on vision and received a +2 bonus on saving throws vs. enchantment/charm school spells, charm sphere spells, and psionics of similar effect. Undead creatures wearing *armor of darkness* were immune to turning and dispelling attempts caused by things that they must see—the blow of a *mace of disruption,* for instance, would still destroy one if it failed its saving throw vs. the disruptive effect.

Cloudburst

(Invocation/Evocation)
Sphere: Elemental Water
Range: 10 yards/level
Components: Y S, M
Duration: 1 round
Casting Time: 6
Area of Effect: 30-foot-diameter cylinder up to 60 feet high
Saving Throw: None

This spell precipitated a rush of water out of the air, instantly drenching everything in the area of effect. Normal fires were extinguished. Permanent magical fires went out, but reignited in 1d2 rounds. (Weapons relit in one round.) Fire-based spells of 1st or 2nd level were negated immediately.

Fire-based spells of 3rd level or higher were also negated, but created a steam cloud with a 120-foot diameter. Those within the steam cloud were scalded for 1d3 points of damage per round. Cold-based creatures suffered double this damage. The steam cloud lasted 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

The *cloudburst* spell had doubled effect in humid climates, caused a heavy dampness in arid climates, produced slush and sleet at temperatures near freezing, and created up to 10 inches of snow if the temperature was below freezing.

The material component for this spell was the priest's holy symbol.

Moon Blade

(Alteration, Evocation)
Sphere: Selûne
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: One swordlike magical construct
Saving Throw: None

This spell brought into being a silent, weightless swordlike construct made of moonlight that extended four feet straight out from the caster's hand. It couldn't be dropped, transferred to the grasp of another being, or broken. To strike, it had to be wielded as a weapon. The caster's normal THAC0 applied, but a *moon blade* was considered a +4 magical weapon for the purpose of what kinds of beings it was able to hit. Its strike drained vitality or life force, causing no visible wounds, but inflicting 1d12+4 points of damage. Undead were visibly wounded by a *moon blade;* their substance boiled away from its touch, and they suffered 2d12+4 points of damage per blow.

A successful *moon blade* strike temporarily scrambled magic. On the round after being hit, victims couldn't cast spells or call on any spell-like abilities. The functioning of existing spell conditions was suspended for that round, and magical items wielded by the victim didn't function for that round.

A *moon blade* vanished if its caster was slain or cast any other spell except those that had only verbal components. This spell had no connection with the enchanted items known as *moonblades* borne and made by some elves.

Phantom Plow

(Invocation/Evocation)
Sphere: Jannath
Range: 10 yards/level
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell turned aside the earth in a deep furrow in a straight line as indicated by the caster that extended from next to the caster's feet (or beneath the caster, if the caster was not touching the ground) to a distance of 20 feet per level. The furrow stopped if it

encountered consecrated ground, and it didn't form at all if the intended path lied entirely within consecrated ground. It caused all earth bearing an active or latent dweomer that it touched to glow with a brilliant crimson *faerie fire* for 1d4+1 rounds.

If used as a weapon, it spilled all creatures standing on the ground in which the furrow opened into an unavoidable fall and inflicted 1d4 points of damage. A successful saving throw vs. spell resulted in their taking only half damage. Affected creatures had to make successful saving throws vs. fall for all glass or crystal items they wore or carried or the items broke. Creatures buried, burrowing, or in phase in the earth suffered 4d4 points of damage from the contact of a *phantom plow* and received no saving throw to mitigate this effect. If a furrow was directed against a wall, it stopped, but it struck the wall as a ram. (Refer to Table 52: Structural Saving Throws in the DUNGEON MASTER *Guide.)*

Speed Rot

(Abjuration)
Sphere: Moander
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell was the opposite of the 3rd-level priest spell *slow rot. Speed rot* caused fruits, vegetables, and grains to immediately ripen and then rot into a putrid slime. It had no effect upon meat of any kind. Plants and plant-based creatures within the area of effect suffered 1d6 points of damage per level of the caster to a maximum of 10d6 points of damage.

The caster could affect as much as 100 cubic feet of plant material per level. Thus, even a low-level Minion of Moander could effectively ruin a farmer's stored grain or rot all the fruit on the trees in his orchard.

The material component of this spell was a bit of mold.

Starflight*

(Alteration)
Sphere: Mystryl
Range: 10 yards
Components: V, S
Duration: Special
Casting Time: 2 turns
Area of Effect: One to three worshipers of Mystryl
Saving Throw: None

This cooperative spell required at least two Mystrylan priests casting the spell simultaneously. For every two additional Mystrylan clergy members (of any class) who participated in the ceremony, another Mystrylan worshiper could be affected, to a maximum of three worshipers. Other participating clergy had to either cast *starflight* or donate three spell levels of magical energy to the spell. Clergy who donated energy lost three winds from memory as if they had been cast.

This spell bestows on its recipient the capability of magical flight. It empowered a worshiper of Mystryl to move vertically and horizontally at MV 24 (A), and at MV 12 (A) if ascending and MV 36 (B) if diving sharply. The spell recipient could swoop and rise with a mere thought and could carry up to his own body weight along in flight. It lasted as long as stars were visible in the sky, normally ending with sunrise, but it sometimes terminated earlier because of a storm or heavy fog.

Storm Shield

(Abjuration)
Sphere: Kozah
Range: 10 yards/level
Components: V, S
Duration: 6 rounds+ 1d4 rounds
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell created a floating, weightless, mobile barrier of solid air that blocked all damage from winds, lightning, normal missiles, and heat or cold. A *storm shield* attracted all electrical discharges within 30 feet and absorbed them so that no harm was done to nearby beings. It automatically neutralized any extreme of heat (including tire), or cold (including ice), that it came into contact with, but did so only once for each extreme. A *storm shield* neutralized a second encounter or round of contact with either extreme heat or cold, but as it did so, the *storm shield* itself dissipated, ending the spell.

A *storm shield* was always about 6 inches thick and occupied a square, flat area of 10 square feet/level, stopping where it encountered solid obstacles. It could be fitted into a narrow passage or opening, so as to seal it entirely or be made to fold in on itself if the caster so willed to make a smaller barrier that could be moved about in narrow confines without becoming stuck. The caster could move the *shield* by force of will at MV 12 (B) and turn or tilt it as desired, until he engaged in other spellcasting, whereupon control over the *shield* was lost, and it remained stationary until the spell expired.

A *storm shield* was effective from all sides, but it only deflected normal missiles; a sword or other weapon could be thrust through it with no effect on either the *shield* or the attack.

Whip of Shar

(Invocation/Evocation)
Sphere: Shar
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: 5-foot-long, flexible beam of force
Saving Throw: Special

This spell created a flickering black beam of force 1 inch in thickness surrounded by a purple halo. It was wielded by the caster, whom it couldn't harm. If the caster successfully struck with the whip in combat, the struck creature suffered 2d4 points of damage. Undead were affected as if by a turning attempt by a priest of three levels higher than the whip-caster.

Living creatures struck by a *whip of Shar* also had to make a successful saving throw vs. spell or be unable to attack on the following round because they were writhing in pain and unable to control their actions. Writhing victims incurred no Armor Class penalties but had to make successful Dexterity ability checks to



avoid dropping all held and wielded items (one check per item). Victims struck in successive rounds were less prone to falling victim to this facet of the *whip's* attacks due to a numbness produced from repeated exposure. Hits in successive rounds caused the second saving throw to be at a +1 bonus, the third saving throw to be at a +2 bonus, and so on. A *whip of Shar* had no effect on even the most fragile of nonliving objects and couldn't be used to bind, constrict, or entangle. It was considered a magical weapon for purposes of which creatures it could strike.

The material components of this spell were three sharp-edged pieces of black obsidian or glass and a long, black hair from any evil creature.

4th Level

Advanced Sunshine

(Alteration)
Sphere: Amaunator
Range: 5 yards/level
Components: V, M
Duration: Special
Casting Time: 7
Area of Effect: 15 feet/level
Saving Throw: Special

This spell was a multi-use incantation that could be cast in one of three forms. Unfortunately, the casting of this spell borrowed the sunshine for the day it was cast (or the next day if cast at night) to render these effects. This spell was very unpopular among farmers and ranchers, who saw it as a miscarriage of divine intervention.

- *Light: Advanced sunshine* could be used to borrow sunlight from later in the day (or the next day if at night) to create *light* now. This was useful in caverns or at night. This form of the spell was treated as a light spell lasting one turn per level of the caster, but it shortens the day's sunshine by one minute per level.
- *Fireball:* A piece of the sun's energy could be converted into a *fireball* as though cast by an arcanist of the casting priest's level. This lowered the temperature within a 90-mile radius by 1 degree Fahrenheit for a tenday each time it was cast. This aspect of the spell couldn't be cast at night or during cloudy days.
- *Illumination:* This version of *advanced sunshine* could be used to borrow sunlight from later in the day (or the next day if at night) to cast *continual light* at double the range and effect for the caster's level. This shortened the day's sunshine by one hour.

Blood Mantle

(Alteration, Necromancy)
Sphere: Targus
Range: 0
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 7
Area of Effect: The spellcaster
Saving Throw: None

This spell enshrouded the casting priest in a cloak of swirling, blood-red droplets. This magical mantle seemed to shimmer and swirl, even if there was no wind present, and moved to interpose itself between any attacker and the priest. Any weapon used to strike the priest seemed to impact an iron wall as the magical droplets momentarily coagulated to form a bulwark against the imminent attack.

While protected by a *blood mantle,* the spellcaster had a +3 Armor Class bonus, and a +3 bonus to saving throws against fire and cold (magical and nonmagical). A *blood mantle* was particularly conductive to electrical attacks, however, and bearers of *blood mantles* received a -3 penalty to their saving throws vs. lightning and electricity while protected by this spell.

In addition, the casting priest could remove the *blood mantle* and hurl it up to 10 feet away to form a 10-foot-square curtain of droplets. Once it reached its desired position and configuration (mentally selected by the spellcaster as the *blood mantle* was hurled), the curtain was immovable until the spell expired. In this form, the *blood mantle* acted as a wall of iron identical in effect to the barrier created by the 5th-level arcanist spell *wall of iron* (except that it was impervious to the attacks of rust monsters and similar corrosion attacks, much smaller in area of effect, and of limited duration).

The material components of this spell were a ruby or other red gemstone of at least 25 gp value and the priest's holy symbol.

Blood Rage

(Enchantment/Charm)
Sphere: Targus
Range: 10 feet/level
Components: V,S, M
Duration: Special
Casting Time: 8
Area of Effect: One creature
Saving Throw: Neg.

This spell imbued a living, sentient, warm-blooded being with the battle rage and bloodlust of a berserker. Unwilling targets of a *blood rage* were unaffected by the spell if they made a successful saving throw vs. spell. (Willing targets could, of course, choose to automatically fail their saving throws.) Target that failed their saving throws made all attacks in a mad frenzy with no thought to tactics, personal risk, or the consequences of any action.

While in a *blood rage,* beings received a +1 bonus to their attack rolls, a +3 bonus to their damage rolls, and 5 phantom hit points (which were subtracted first when damage was suffered). In addition, while in a *blood rage,* targets of the spell possessed phenomenal resistance to pain and some forms of magic. They were immune to the arcanist spells *charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas,* and similar incantations. They were immune to the clerical spells *command, charm person or mammal, enthrall, cloak of bravery, symbol,* and similar magics. They received a +4 bonus to their saving throws against the arcanist spells *blindness, Tasha's uncontrollable hideous laughter, hold person, charm monster,* and *confusion,* and the clerical spells *hold person* and *hold animal.* The *emotion* spell had no effect upon them unless the *fear* result was chosen, and in that case, if beings affected by *blood rage* successfully made a saving throw vs. spell, they were unaffected by *emotion,* but if they failed the saving throw, the *blood rage* spell immediately ended. The effects of a *finger of death* spell, whether the saving throw was successful or not, were delayed until the *blood rage* ended.

Entering a *blood rage* had numerous disadvantages as well: Beings affected by the spell had no real sense of how much damage they had received (the DM keeps track of a character's hit points, not the player); they couldn't make ranged weapon attacks; and they couldn't take cover from ranged missile fire. Spells such as *bless, cure light wounds, aid, cure serious wounds, cure critical wounds, heal, regenerate* (and *wither)* were delayed from taking effect until after the *blood rage* ended. The *taunt* spell was automatically successful on beings affected by blood rage. And finally, at the spell's conclusion, beings affected by it automatically suffered from complete exhaustion—an effect identical to that of a *ray of enfeeblement* spell.

Unlike a true berserker, targets of a *blood rage* spell had no ability to tell friend from foe. While under this spell's effects, creatures frenetically attempted to shed the blood of any being they encountered, moving from one opponent to the next based on proximity and noticeability. (For example, the target of a *blood rage* spell would ignore a pixie 5 feet away in lieu of attacking an ogre 10 feet away, but if the ogre was 50 feet away, the pixie would be attacked first.) Aside from the situations mentioned above, a *blood rage* spell ended when a being affected by the spell went three continuous rounds without a warm-blooded creature within 50 yards to attack.

The 5 hit points gained when the *blood rage* began, if not lost already, were immediately lost upon the end of the spell. *Blood rage* had no effect on berserk berserkers, enraged dwarf battleragers, or other blood-crazed beings who had already entered a state similar to that created by this spell.

The material components for this spell were a drop of fiery-hot pepper sauce and the priest's holy symbol.

Creature of Darkness

(Alteration, Illusion/Phantasm)
Sphere: Shar
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell created a mobile, upright, vaguely human-shaped, bipedal field of magical *darkness* that quenched magical *light* and *continual light* on contact without itself being affected. This shadow person could be controlled from afar, floating at MV 12, and sent into areas where the caster couldn't go. The caster then perceived the shadow person's surroundings dimly, as if seeing through eyes the person didn't in fact possess. (This vision was not good enough to read by, see expressions, or recognize the features of a being.)

This unintelligent aura of magical gloom couldn't be used to carry solid objects or convey magical effects requiring that a target be touched (though rumors held that the most powerful Sharran priests employed an improved version of this spell that could do both those things). The shadow person could be used to lure, to warn (pointing to beings, objects, or even markings on a map), or for concealment.

If a living being walked within the *creature of darkness,* its magic expanded it to completely cloak the creature and so conceal its identity. Such a cloaked being could see as if the gloom of the creature did not exist. Living beings could attack or freely pass into, out of, and through a *creature of darkness* without dispelling it. If a *creature of darkness* was worn in this manner by its creator, the caster could use the magic of the creature to levitate for up to four consecutive rounds (rising up to 20 feet per round) or as a *feather fall.* Either such usage ended the spell.

The material components of a *creature of darkness* were a bit of black or gray fur or down from any flying creature, a pinch of soot, and a strand of spider web.

Darkbolt

(Invocation/Evocation)
Sphere: Shar
Range: 5 yards/level
Components: S
Duration: 1 round/level
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Special

This spell unleashed a 4-inch beam of darkness in a straight line from the caster's hand. The beam ended whenever it struck a creature within range. One *darkbolt* could be hurled per round until the spell expired or the caster worked another spell. A *darkbolt* inflicted no damage to nonliving things, but chilled living creatures for 2d4 points of damage and acted as a one-round *hold* spell on undead creatures. (A successful saving throw vs. paralyzation negated this effect on undead.) Struck victims were also afflicted with magical silence lasting 1d4 rounds. If a struck creature succeeded at a saving throw vs. spell, it was not silenced, but suffered only the damage.

Feat

(Alteration)
Sphere: Tyche
Range: Touch
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: One touched creature
Saving Throw: None

This spell allowed the caster or another touched recipient to successfully carry out one extremely difficult action or single-step task—in other words, any necessary ability checks and those proficiency checks that didn't involve protracted activity (such as say, constructing a suit of armor) automatically succeed. The magic did not perform the activity for the being and didn't protect the creature from any risk or damage associated with the task, but merely guaranteed that the specified thing to be done would be accomplished. Even if the spell recipient died in the attempt, his body would complete the action. Typical feats included swinging or leaping through a small window or opening, catching a small thrown object, falling into a stream or hole or other particular location, firing an arrow through a keyhole, and such. The act had to be performed on the round following the casting of the *feat* for the magic to work; otherwise, the magic was wasted and lost.

Magefire*

(Abjuration, Necromancy)
Sphere: Mystryl
Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: Two turns, plus one turn per additional effect desired
Area of Effect: One worshiper of Mystryl
Saving Throw: None

This cooperative spell required at least two Mystrylan priests casting the spell simultaneously. For every additional Mystrylan clergy member (of any class) who participated in the ceremony, another restorative benefit could be empowered. Other participating clergy could either cast *magefire* or donate four *winds* to the spell.

With only two casters, this spell worked as a *neutralize poison, cure disease,* and a *remove curse.* For each additional clergy that participated, another benefit was added and the ceremony took another turn to complete. Benefits always took effect at the combined level of all the spell's participants. The additional benefits were, in order: *cure blindness or deafness, heal, regenerate,* and *dispel magic.* Additional participants past this point enabled any effect to be repeated (if a *dispel magic* failed, for instance) or allowed a special fell condition to be healed or dispelled, at the DM's discretion.

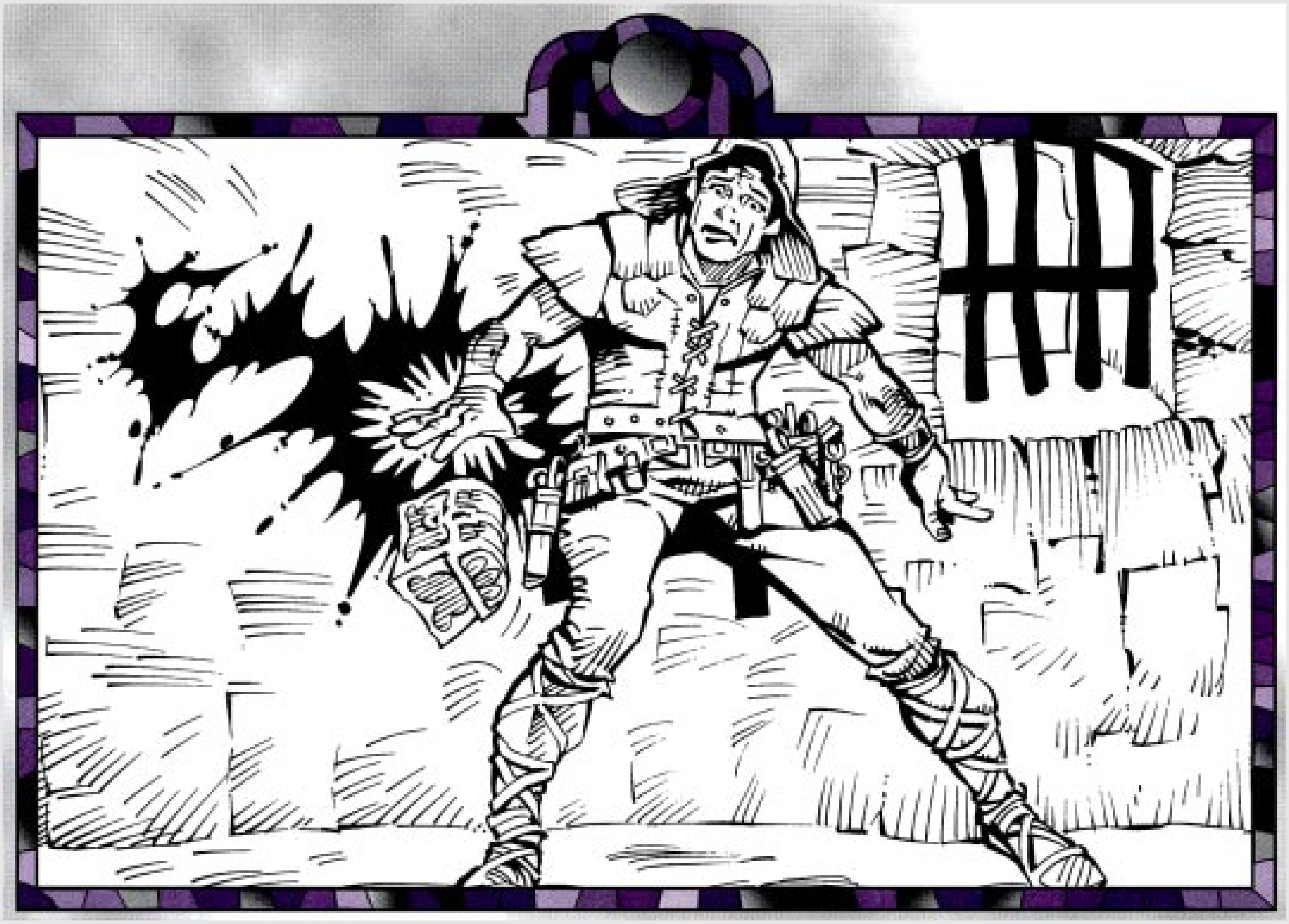
Mind Probe

(Divination, Necromancy)
Sphere: Jergal
Range: Touch
Components: V, S, M
Duration: 2d4 rounds
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Neg.

This spell combined the effect of a the 3rd-level arcanist spell *paralyze* with the 2nd-level arcanist spell *ESP*. Upon casting this spell, the priest gained the ability to attack a single sentient being with the effects of this spell. The priest made a successful attack in order to strike an opponent and deliver the spell effects. The priest could delay the attack indefinitely, but if he attempted to cast any other spell before employing this spell, the previously cast but unused *mind probe* was immediately lost.

When the priest touched a sentient being, the target had to make a successful saving throw vs. spells to avoid the spell's effects. If the saving throw was successful, the spell ended immediately with no effects. If the saving throw failed, however, the target was paralyzed for 2d4 rounds. Creatures that were immune to paralysis, as well as undead and unliving creatures such as golems, couldn't be affected by this spell. Nonintelligent creatures were similarly immune.

While a being was paralyzed by the effects of this spell, the priest could probe every corner of its mind. This aspect of the spell was blocked by magical or psionic defenses. The only types of information the priest could determine were: the professed faith of the victim, how true the victim was to their professed faith, how well the victim had used his natural strengths and dealt with his weaknesses over the course of life, the accomplishments



of which the victim was most proud, and the failures of which the victim was most ashamed. One such nugget of information was learned by the priest per round that the paralysis was in effect.

The spell was ended immediately if the priest cast another spell or ceased, voluntarily or involuntarily, to concentrate on probing the mind of the spell's target. The casting of this spell was such a violation of a being's sense of self that most victims targeted by this spell built up a strong hatred for the casting priest during the spell's duration.

The material components of this spell were the priest's holy symbol and a piece of cooked fish, which was swallowed by the spellcaster.

Misfire

(Enchantment/Charm, Necromancy)
Sphere: Tyche
Range: 5 yards/level
Components: S
Duration: 1 day/level
Casting Time: 7
Area of Effect: One creature
Saving Throw: None

The victim of a *misfire* couldn't hit any chosen target with any thrown, fired, slung, or otherwise projected missile weapon for the spell duration, though unintended targets were sometimes struck by the victim's use of such weapons. A *remove curse, dispel* magic, or bless spell cast upon the recipient disrupted this magic and ended the spell.

Mystrylan Anyspell

(Alteration)
Sphere: Mystryl
Range: 0
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell allowed the caster to read and then later cast any arcanist spell of 1st through 5th level. Such a spell was readable via a *read magic* ability conferred with the casting of *anyspell,* but only one spell could be read and cast for each casting of *anyspell.* Merely reading the titles of spells on scrolls or in spell books to find a desired spell didn't exhaust the magic of the *anyspell;* an entire spell had to be read. Once *anyspell* was cast and an arcanist spell was read, the arcanist spell was retained in the priest's mind until the priest cast it. Such arcanist spells were cast as if by an arcanist of the same level as the casting priest,

except that the user of an *anyspell* needed no material components to work the arcanist spell, and a priest of Mystryl had to reread an arcanist spell each time he desired to cast it; the spell did not become permanently known to the priest.

While the priest had the arcanist spell in mind, he couldn't regain the four *winds* that it cost him to cast the spell. Note that in order to make effective use of this spell, the priest had to borrow the spell book of an arcanist friend or use an arcanist scroll. (Priests of Mystryl were not otherwise able to use arcanist scrolls.) Using a scroll in this fashion used up the spell read from the scroll.

Plant Lance

(Alteration)
Sphere: Jannath
Range: 5 yards/level
Components: V, S, M
Duration: 4 rounds
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell transformed one plant per level of the caster into an animated, flying spear that flew to attack as the caster directed. The plants transformed could be of any sort, from clumps of moss or lichen to towering trees, but they had to be alive for the spell to work. They were consumed by the spell. The spears could operate only within spell range and flew at MV 27 (A).

When the flying spears reached their target, they struck at THAC0 8 for 3d4 points of damage each. They withered and vanished whenever either their target died or the spell expired, depending on which option was elected by the spellcaster at the time of casting. Otherwise, they moved with and struck at their target once per round for the duration of the spell without any attention from the caster, who was free to work other magic or engage in other activities without affecting the *plant lances*. The spears remained categorized as living plants until they withered at the end of the spell's duration and so could be affected by magic that worked on plants. They counted as +1 magical weapons for purposes of striking creatures that could only be damaged by magical weapons.

The material components of the spell were the plants. Note that if insufficient plants were growing within range, the caster couldn't generate the maximum number of spears that the spell afforded.

Wall of Moonlight

(Alteration, Evocation)
Sphere: Selûne
Range: 5 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 7
Area of Effect: A 6-inch-thick vertical plane with a surface area of five square feet/level per side
Saving Throw: None

This magic created a shimmering tapestry of swirling, pearl-white force. A *wall of moonlight* was intangible, need not be anchored to anything, and could readily be passed through. It could be made smaller than the caster's limits if surroundings confined it or the caster wished to leave an opening beside it, but it couldn't be dismissed prematurely. The false moonlight of the wall was bright enough to read by and to clearly illuminate its surroundings within 20 feet in all directions. Beings employing infravision couldn't see clearly through it, though they could sometimes, if the situation allowed, shield their eyes and see past it.

A *wall of moonlight* had the following effects on creatures and items coming into contact with it or passing through it: Undead creatures suffered 4d12 points of damage. Creatures of evil alignment plus any being who was carrying a holy symbol consecrated to the goddesses Shar suffered 2d10 points of damage. Magical items glowed with a sudden red *faerie fire* for 1d4+1 rounds; this couldn't be banished before its duration ended, even if the wielder could normally control the radiance of the item. Magical potions had to make a successful item saving throw vs. magical fire or explode, inflicting 3d4 points of damage upon beings within 10 feet or 1d4+8 points of damage to any being carrying them if they were carried in a glass, crystal, or ceramic flask. (If they were carried in some other manner and failed their saving throw, the Dungeon Master must adjudicate the appropriate proportionate effects.) Finally, magical darkness of any sort was banished and couldn't be evoked or continue to exist within 40 feet of any part of a *wall of moonlight*.

If a creature passed through the *wall* more than once, or paused in its midst for more than one round, the being suffered this damage for each contact with the *wall* or round of continuous contact with it.

Whirlwind of Steel

(Conjuration/Summoning, Evocation)
Sphere: Targus
Range: 5 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 8
Area of Effect: Special
Saving Throw: ½

This spell created five phantom arms wielding scimitars. Both limbs and weapons were magical constructs and not actual, tangible things. The floating, flying limbs hacked silently at targets until dispelled, warded away by magical barriers, willed out of existence by the caster, or by the spell expiring. They struck twice per round at THAC0 8. Each scimitar inflicted 1d8 points of slashing and piercing damage but was considered a +2 enchanted weapon for purposes of determining what it can hit.

When *whirlwind of steel* was cast, the caster irrevocably chose one of two missions for the scimitars: They either remained within a stationary 10-foot cube whose center must be visible to the caster at the time of casting and attacked all creatures entering that area, or they attacked a single target creature, moving to accompany that creature at MV Fl 18 (B), and reverted to the first type of mission if the target was slain or teleported away. (The stationary 10-foot cube in this case was either centered five feet above where the target fell dead or five feet above the floor at the spot from which the target teleported.)

All creatures were allowed saving throws for half damage against every scimitar strike from a *whirlwind of steel*. The caster always successfully made such saving throws if he was hit by a scimitar. The caster was not immune to the scimitars' attacks.

The material component for a *whirlwind of steel* was a fragment of a metallic bladed weapon.

5th Level

Illumination

(Alteration, Divination)
Sphere: Amaunator
Range: 0
Components: V, M
Duration: Special
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

By means of an *illumination* spell, the priest in effect altered the flow of time with regard to himself. While the spell was in effect, the caster was enveloped in a golden radiance and was immune to all attacks except those caused by cold-, darkness-, or shadow-based spells, spell-like abilities, magical items, or breath weapons. While but one round of time passed for those not affected by the spell, the priest was able to spend two rounds, plus one round per level (to a maximum 1 turn total), in contact with his deity. Thus, a 5th-level priest could seek illumination for seven rounds while one round passed for all others. The priest could request information in the form of questions that could be answered by a simple "yes" or "no." The priest was allowed one such question per phantom round. Optionally, the DM can give a single short answer of five words or less rather than answering "yes" or "no." The answers given were correct within the limits of the entity's knowledge. ("I don't know" was a legitimate answer.) The spell would, at best, provide information to aid character decisions, and the deity contacted structured its answers to further its own purposes.

While affected by the *illumination* spell, rather than ask a question during a round, the caster could request that the power contacted bestow a *cure light wounds*, *cure blindness or deafness*, *cure disease*, *prayer*, or *free action* spell upon him. The casting of any of these spells other than *cure light wounds*, which could be granted up to four times, ended the spell, and no further questions were answered by the deity contacted. The caster couldn't cast spells on others while affected by an *illuminate* spell, nor could he move, become invisible, or engage in any other action other than those described above.

The material components of this spell were the priest's holy symbol and holy water.

Misfortune

(Enchantment/Charm, Necromancy)
Sphere: Tyche
Range: Touch
Components: S
Duration: 1 round/level
Casting Time: 5
Area of Effect: One living creature
Saving Throw: None

This spell caused the recipient to receive a -3 penalty on all saving throws, ability checks, initiative checks, proficiency checks, attack rolls, and damage rolls and a -15% penalty to all thieving skill checks for the spell duration. A priest of Tyche had to physically touch the recipient with a bare hand to cast this spell, requiring a successful attack roll if the recipient was in battle or not unaware or immobilized. A *remove curse* or *dispel magic* ended the spell prematurely, and its caster could also banish a *misfortune* by silent act of will.

Moon Path

(Alteration, Evocation)
Sphere: Selûne
Range: 5 yards/level
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: A variable-width, glowing white stair or bridge of translucent force a maximum of 15 feet/level long
Saving Throw: None

This spell enabled its caster to create a stair or bridge from one known, visualized spot to another. The effect was a winding ribbon of glowing white translucent force like a glass strip that was from 3 to 20 feet wide as the caster decides (and able to vary in width over its length if the caster desires). It was a maximum of 15 feet per level of the caster long, though the caster could make it shorter if space was constricted. It could climb or descend and stuck to its endpoints unshakably, even if these endpoints were actually empty air above known ground features.

Beings walking on a moon path were protected as follows: They couldn't be drained of abilities or experience levels (life force), they couldn't be harmed by normal missiles, they were immune to all enchantment/charm spells (although they could sense enough of a spell effect to identify it for what it does), and they couldn't fall over or off the *moon path*, no matter what force struck it or them.

A *moon path* needed no supports, couldn't be shattered or moved by any known force, and was stable enough to cast spells from. It vanished if struck by a successful *dispel magic*, if the caster willed it to, or if it had been completely traversed by as many beings as the caster had experience levels. Otherwise, it persisted for 1 turn/level of the caster. Beings on a moon path that expired or vanished were subject to normal falling damage when they struck whatever hard surface was below. A magical barrier of the 6th or greater spell level stopped a forming *moon path* or truncated an existing one where the two met, but the caster couldn't choose to banish only a part of his *moon path* in a similar manner. Loss of one part of a *moon path* had no effect on remaining parts, even if the loss cut the path in two.

The material component of this spell was a handful of powdered moonstone.

Moonweb

(Abjuration, Alteration)
Sphere: Selûne
Range: Touch
Components: V, S, M
Duration: 2 turns/level
Casting Time: 8
Area of Effect: One touched creature or opening with a surface area of up to 1 square foot per level.
Saving Throw: None

This spell created a web of glowing, shimmering strands of silvery light. It affected one touched creature or opening (for example, a doorway or window) with a surface area of up to one square foot per level. This *moonweb* couldn't be seen through except by priests of Selûne, the goddess herself, and the beings in its protected area, but it did not foil magical means of detecting or locating beings and objects.

Any being, weapon, or spell that struck a *moonweb* was forced, violently and immediately, back to its source. This included beings trying to circumvent such a barrier by means of *dimension door* or teleportation magics (which were drained and ruined by the *moonweb)*. Weapon attacks directed at or through a *moonweb* rebounded for full damage on their wielders.

Before rebounding, magical weapons did a moonweb 1 point of damage for each point of attack bonus (each "plus") possessed. A moonweb could be destroyed by inflicting 1 point of such magical melee damage per level of its caster upon it or by the application of a successful *dispel magic*.

Moonwebs repelled *globes of invulnerability* and other magical barriers, but any contact between a *moonweb* and an *antimagic shell* or any prismatic magic instantly destroyed both spell effects in a spectacular burst of harmless blue sparks and crawling purple lightning bolts.

If the caster of a *moonweb* was on the same plane of existence as the *moonweb* whenever any being or object destroyed it or tried to pass it, the caster gained a clear, vivid mental image of the offending object or being.

The material components of this spell were a piece of gray or silver hair from any source and a drop of holy water.

Rising Rot

(Evocation, Necromancy)
Sphere: Moander
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

This spell generated a glowing brown or green beam of light that stabbed out from the caster to unerringly strike a chosen target creature, who had to be visible to the caster and within range when spellcasting began. The beam faded from existence the moment the victim had been struck, and the caster didn't need to concentrate on the spell's effects past this point. The beam infected the victim with a mold that sucked moisture and nutrients from living flesh, causing it to shrivel and turn brown. The target had to make a saving throw vs. spell. Success meant only 1d8 points of damage was inflicted by the mold, but failure indicated that the victim suffered 2d8+2 points of damage. On every round thereafter the victim had to make another saving throw vs. spell. The same spell damage (1d8 points or 2d8+2 points) continued until the victim had successfully saved twice. The second successful saving throw ended the spell. *Cure disease* ended this spell instantly, as did any magic that killed molds or prevented damage done by them.

Rising rot had no effect on undead creatures, incorporeal beings, or creatures lacking body tissue (such as elementals). The material component of this spell was a handful of mold spores from any source and of any type.

Seed of Moander

(Alteration)
Sphere: Moander
Range: Special
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: Special

This spell was developed by priests of Moander as a method of enslaving sentient beings to the will of Moander. The spell itself resulted in the creation of a *seed of Moander* which could then transform a victim into a servant of Moander.

To create a *seed of Moander,* a priest wrapped an emerald fragment in a ball of rotting plant material. The resulting spherical proto-seed was soaked in unholy water for 24 hours and then *cursed* (the reverse of the *bless* spell) in the name of Moander. The priest then cast *seed of Moander* while touching the proto-seed, transforming the sphere into a green, spine-covered burr about the size and shape of a horse chestnut burr. The *seed* was sticky, and the spines ended in tiny hooks.

A *seed of Moander* attached itself to the skin of any living, sentient creature it came into contact with who was not already a Minion of Moander. The *seed* burst on the round following its attachment and released a 3-foot-diameter cloud of spores. Seeds could be thrown (range was 10/20/30); however, they didn't break open unless they struck living beings. (Treat such *seed* that missed their targets as grenadelike missiles and consult the Scatter Diagram in the DMG for where they land.) Any living, sentient creature within the area of effect of the spores (who was not already a Minion of Moander) had to make a saving throw vs. spell. If it failed the saving throw, the spores were inhaled and began transforming the host. If it succeeded, the spores were not inhaled, and the transformational effects of the *seed of Moander* were negated. Unburst *seeds of Moander* burst when they contacted living flesh. They were destroyed by being drenched in holy water and *blessed* (as the spell).

If a victim was not treated, the spores grew, making the creature into a puppet of Moander (one of Moander's mind-controlled servants) in 4d4 days and also turned his entrails into a festering mass of rotting, mold-encrusted tendrils that eventually (in 5d6+30 days, unless delayed by the application of *slow rot* spells) reduced their host to a dried-out husk, killing him. Externally the host appeared unchanged until death except for the faint odor of pollen and a small flowered vine wrapped around one ear. A victim who shared body fluids with another creature—as little as a kiss was sufficient—could transfer the spores of a *seed of Moander* to that creature, spreading the Darkbringer's influence. (The potential new host received a saving throw vs. spell at a +2 bonus for each instance of exposure to avoid infestation.)

Only if Moander was completely absent from the Realms (in other words, all of the god's avatars and manifestations in the Realms were destroyed) was the original host able to express its free will after it would have normally become a mind-controlled being. However, without the stabilizing effect of Moander's power, the body decayed at an accelerated rate once the initial 4d4-day period was passed and became a rotting mass of plant material in a tenday.

If a victim infested with the spores of a *seed of Moander* drank holy water within 1 hour of the spores affecting it, the spores dissolved and the victim was cured. If holy water was consumed within 2 days of the spores' entry, their growth was slowed to half rate

(in other words, the possession and rotting took twice as long). A *cure disease* or *heal* spell used within 30 days of initial corruption by the spores stopped the possession and the corruption process, allowing the victim to live and slowly heal inwardly. Cold magic that dealt the infested body more than 20 points of damage also slew the spores', allowing the victim to slowly recover. Typically, victims cured by *cure disease, heal*, or cold damage who did not receive a (second) *heal*, a *restoration*, or a *regeneration* spell had their Strength and Constitution reduced to half for 20+1d12 days. At the end of that time, they slipped into a coma, lost 4d4 hit points, and a day later, if they survived the damage, awoke fully cured.

A newly created puppet of Moander retained all of its previous abilities and skills, but all of its thoughts were known to Moander and it was under the complete control of the Rotting God. In addition, the newly created minion could sprout one or two 10-foot-long tentacles at will from any orifice or directly through its skin. Each tendril (AC 2; 12 hp each; 2d8 points of bludgeoning/constricting damage per successful attack) could attack once per round until destroyed. If a tendril was destroyed, the minion could sprout another tentacle the following round. If both tendrils hit a small or man-size creature in the same round, the victim was *entangled* (as the spell of that name) until he was released or escaped.

The material components of this spell were an emerald fragment (base value 100 gp) and Moander's holy symbol.

Seek Eternal Rest

(Alteration)
Sphere: Jergal
Range: 0
Components: V, S, M
Duration: 5 rounds or one attempt to turn undead
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

By means of this spell, priests could augment their next attempt to turn undead. While empowered by the effects of this spell, if a priest successfully turned undead on his next attempt, all turned undead were irrevocably dispelled (unless of divine or semidivine status). For example, if after casting *seek eternal rest* a 5th level priest attempted to turn a ghast and rolled an 18, the ghast would be immediately destroyed.

Priests empowered by the effects of this spell who would automatically dispel a certain type of undead affect twice the normal number of undead. For example, if an 8th-level priest attempted to turn a host of skeletons, he would automatically dispel 4d6+4d4 skeletons.

If the priest did not attempt to turn undead within five rounds of casting *seek eternal rest*, the spell ended and was lost.

The material component for this spell was the priest's holy symbol.

Spirit Trap of the Darkbringer

(Abjuration)
Sphere: Moander
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: One living creature
Saving Throw: Neg.



This spell created an innocuous-appearing false walnut. Once the spell was cast to create it, it could be activated at will by any possessed Minion of Moander by clenching it in a special way. When activated, the round nut radiated a sphere of darkness that expanded to the size of a pumpkin to encompass the bearer's hand and forearm in an inky black ball in a single round. In the following round, the sphere then shimmered like hot tar and emitted a vinelike tendril of glassy black up to 20 feet in length that touched the target being.

If the target failed a saving throw vs. spell with a -4 penalty, it was enveloped in darkness and transformed into a silhouette. The silhouette then constricted and squeezed into a tiny, black, marble-size sphere that was pulled by the tendril into the Minion's hand. The darkness then dissipated, leaving a clear, crystal walnut in the Minion's hand surrounding the marble-size black sphere that was the imprisoned being. Victims who succeeded at their saving throw vs. spell were unaffected by the vinelike tendril, and the spell dissipated immediately.

The clear spirit prison lasted for one day per level of the spellcaster. When the crystal nut was shattered or when the spell duration expired, the marble-size sphere of darkness reformed into the shape of the imprisoned creature and then the darkness dissipated, leaving the victim unharmed.

The material component of this spell was a black sapphire with greenish-yellow highlights of at least 5,000 gp value which was transformed into the false walnut.

Storm Cone

(Alteration, Evocation)
Sphere: Kozah
Range: 5 yards/level
Components: V, S
Duration: 4 rounds+1 round/3 levels above 9th
Casting Time: 8
Area of Effect: 60-foot-long cone, 20 in diameter at its mouth
Saving Throw: Special

This spell created a whirling vortex of wind in a 60-foot-long cone shape that flared from its apex close to the caster to a mouth 20 feet in diameter. The caster could move the *storm cone* up, down, or sideways 10 feet in each round of its existence. The storm cone lasted for 4 rounds plus 1 round for every three whole levels of experience the caster had above 9th level (5 rounds at 12th level, 6 at 15th level, etc.).

A *storm cone* whirled about all beings it touched, buffeting them with invisible "stones" of solid air contained within the *storm cone*, and stabbed them with tiny lightning bolts that arced about continuously within the vortex. The whirling and buffeting effect forced touched beings to make saving throws vs. fall and crushing blow for all worn or carried items and inflicted on all creatures 5d4 points of damage. The lightning bolts struck creatures touched by the *storm cone* for an additional 2d4 points of damage and forced affected beings to make saving throws vs. lightning for all worn or carried items unless they were protected against electrical damage. Both buffeting damage and lightning damage were suffered in each round of contact with the *storm cone*.

A successful saving throw vs. spell halved the physical damage (rounded down); there was no save against the lightning. Beings caught within a *storm cone* couldn't cast spells or launch attacks and could only fight free of the *storm cone* by making successful Strength *and* Dexterity ability checks on the same round.

6th Level

Conjure Water Elemental

(Conjuration/Summoning) Reversible
Sphere: Elemental Water, Summoning
Range: 80 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 6 rounds
Area of Effect: Special
Saving Throw: None

A caster who performed this spell opened a special gate to the Elemental Plane of Water and summoned a water elemental to do his bidding. It was 65% likely that a 12-Hit Die elemental appeared, 20% likely that a 16-Hit Die elemental appeared, 9% likely that 1d3+3 varrdigs appeared, 4% likely that a marid appeared, and 2% likely that a huge water elemental of 21 to 24 Hit Dice (20+1d4) appeared. The caster needed but to command the creature summoned, and it did as he desired, for the elemental regarded the caster as a friend to be obeyed and wouldn't turn on him. The elemental remained until destroyed, dispelled, sent away by a dismissal or *holy word* spell (see the 6th-level priest spell *conjure fire elemental)*, or the spell duration expired.

The material component for this spell was the priest's holy symbol.

Luckbolt

(Conjuration/Summoning, Evocation)
Sphere: Combat, Protection
Range: 10 yards/level
Components: V, S
Duration: 4 rounds
Casting Time: 9
Area of Effect: One being
Saving Throw: None

This spell could be used by the caster directly or fired at a chosen creature as a silvery-blue bolt that never missed and could follow around corners, through teleports and the like, and so on to any location on the same plane. If the recipient being was not the caster, the recipient had to be viewed by the caster, either directly or through some means of scrying, as the *luckbolt* was cast. If a priest cast *luckbolt* on himself or herself, it surrounded the priest with a silvery-blue aura for 1 round. In addition, *luckbolt* affected the spell recipient as follows:

On the round after contact, the affected being automatically struck for maximum damage plus 1d10 points in all attacks it launched that successfully hit, and the spell recipient was successful in all ability checks, proficiency checks that could be completed in a round, and saving throws.

On the second round, the affected being received a +6 bonus on all attack rolls and dealt maximum damage plus 1d8 points. The spell recipient also received a +4 bonus to all saving throws, proficiency checks that could be completed in a round, and ability checks.

On the third round, the affected being received a +3 bonus on all attack rolls, a 1d6 bonus on all damage done, and received a +2 bonus to all saving throws, proficiency checks that could be completed in a round, and ability checks.

On the fourth round, the affected being received a +2 bonus on all attack rolls, a 1d4 bonus on all damage done, and a +1 bonus to all saving throws, proficiency checks that could be completed in a round, and ability checks.

It was considered a sin for a priest of Tyche to use a *luckbolt* as a personal aid when companions—particularly other worshipers of Tyche—were in greater danger.

Roots of the Assassin

(Conjuration)
Sphere: Moander
Range: 10 yards
Components: V, S, M
Duration: 1 turn
Casting Time: 2 rounds
Area of Effect: 5 square yards/level
Saving Throw: None

This dark and evil spell created long, slimy, black roots of foul look and manner. These plant things grew from any surface the spell was cast on with astonishing speed and attempted to strangle the poor person (or people) who triggered the spell; they wrapped themselves around the neck of their victim. These roots attacked collectively as a priest of the same level as the caster.

The caster of this spell chose exactly what condition triggered it. The condition could be of any complexity—for example "Kill only Tallfellow halflings wearing magical black leather armor with a red rose painted on their left shoulders." However, the spell couldn't know the name or alignment of a being, nor could it be set off by undead or plantlike creatures. The most common way to use this spell was to cast it at a mandatory passage point of the intended target (for example, the bed of a king).

This spell created 1d100 tiny roots per square yard, any of which was sufficient to strangle a human-sized opponent. Each of them could project itself up to five yards in order to attack. Potential victims thus had to fight several hundred roots originating from several square yards of surface. When called forth by being activated, the roots made no more noise than a leaf falling from a tree, so only individuals with an exceptional sense of hearing could deny the roots their -4 bonus to surprise rolls.

Entrapped victims could hold their breath a number of rounds equal to one-third of their Constitution score. Beyond that time they had to make a Constitution ability check every round with a -2 cumulative penalty or perish. Characters with the Swimming proficiency gained an additional round before they began making Constitution ability checks. Characters with the Endurance proficiency could hold their breath a number of rounds equal to two-thirds their Constitution score and then make Constitution ability checks with no penalty the first round and accrue only a cumulative -1 penalty per round after the first check.

Victims ensnared by this spell could attempt to sever the roots that strangled them. The mass of roots was AC 6, but only slashing (Type S) weapons had any effect against the roots. If trapped victims used any weapon larger than a dagger, they suffered a -3 penalty to their attack rolls against the roots. Slashing weapons severed five times their damage roll in roots, and area-of-effect damaging spells also destroyed that many roots. A total of 2d100 roots and tendrils held a victim. If all of them were destroyed and a victim succeeded at a Strength ability check, then he was able to escape the spell's area of effect.



Characters attacking from outside the initial area of effect didn't suffer any penalty when attacking the roots. However, they were also in danger since the roots could turn in response to their attacks and attack these characters as long as they were within a 5-yard range of the initial area of effect.

The material component of this spell was a rotting leaf or a rotting piece of wood and the holy symbol of the caster.

Sun Scepter

(Enchantment/Charm, Conjuration/Summoning)
Sphere: Amaunator
Range: Touch
Components: V, M
Duration: 1 turn
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

The casting of this spell borrowed an hour of daytime from the day it was cast (or the next day if cast at night) to render its effects. *Sun scepter* temporarily enchanted a solid gold scepter or mace that the caster touched into a magical item of some potency. When *sun scepter* was cast, the golden scepter glowed with the same brightness and illumination as a *continual light* spell. The individual holding the scepter when the spell was cast could immediately command the obedience and fealty of creatures within 120 feet of his location when the spell was completed. From 200 to 500 Hit Dice (or levels of experience) could be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/ levels were entitled to a saving throw vs. spell. If they succeeded, this power was negated for them.

Ruled creatures obeyed the wielder of the *sun scepter* as if he were their absolute sovereign. Still, if the wielder gave a command that was absolutely contrary to the nature of the creatures commanded, the rulership power was broken.

While the rulership power was only effective upon creatures within 120 feet of the sun scepter wielder when the spell was cast, the *sun scepter* could also be wielded as a magical weapon that inflicted 1d8+3 points of damage until the spell expired, Against golems, the *sun scepter* inflicted 2d8+6 points of damage. If a natural 20 was rolled on the attack roll, the *sun scepter* completely destroyed the golem but was itself destroyed in the process. Against creatures of the Outer Planes, the *sun scepter* inflicted 1d8+3 points of damage. If the attack roll was a natural 20, the scepter caused triple damage, but the spell was also immediately ended (though the golden scepter was not destroyed).

The material component of this spell was a solid gold scepter or mace worth at least 2,500 gp. It was not consumed in the casting of the spell except under the conditions described above.

Tentacle of Withering

(Alteration, Necromancy)
Sphere: Moander
Range: 0
Components: V, S, M
Duration: 6 rounds
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell transformed one of the caster's arms into a wriggling, eel-like gray tentacle, which was rubbery, flexible, could readily adhere to surfaces or grip things (and release them whenever desired) and was retractable and extensible from the length of the original arm 36 feet long. The tentacle could grasp or manipulate objects (at a -2 penalty from the caster's normal Dexterity), wield weapons (at a -2 penalty to attack rolls), constrict for 1d8 points of damage plus 1 point per level of the caster in a round, or enact its withering power (if the caster wills it to), sucking life energy from a living body it was touching.

To wither, the tentacle had to make a successful attack roll at the caster's THAC0 with a +4 bonus. A successful withering attack inflicted 1d8 points of damage plus 1 point per level of the caster and the loss of sensory or motive use of the struck body part for one round with no saving throw. (Determine which body part was struck through random dice roll between possible targets.) If the head was struck, a round of blindness and deafness inescapably resulted. If a leg was struck, that leg couldn't move for one round. A struck arm couldn't move or hold things and dropped anything already in its grasp. The tentacle could repeatedly affect a victim, inflicting another 1d8 points of life-draining damage plus 1 point per level of the caster each round and disabling a new limb or the same limb—if it could maintain contact with the being.

The caster could end this spell early at any time by silent act of will, causing the tentacle to melt slowly away. While the tentacle was disappearing, the caster didn't have any use of the tentacle/limb for one round. While the tentacle was in existence, the caster couldn't engage in other spellcasting and could have limited mobility or was hampered in some activities.

The material components of this spell were a fragment of bone or small complete bone and a piece of rubber or eel flesh.

7th Level Conjure Air Elemental

(Conjuration/Summoning) Reversible
Sphere: Elemental Air, Summoning
Range: 40 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

A caster who performed this spell summoned an air elemental to do his bidding. The elemental was 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Furthermore, the caster needed but to command it, and it did as he desired, for the elemental regarded the caster as a friend to be obeyed. The elemental remained until destroyed, dispelled, sent away by a *dismissal* or *holy word* spell (see the 6th-level priest spell *conjure fire* elemental), or the spell duration expired.

Gate of Doom

(Conjuration/Summoning)
Sphere: Jergal
Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 10 square feet/level
Saving Throw: None

This spell created a wall of negative energy that was actually a portal to the Negative Energy Plane. A *gate of doom* appeared as a shimmering curtain of lightless black. Any mortal creature who touched a *gate of doom* suffered 2d6 points of damage and permanently lost one level or Hit Die per round of contact. Beings foolish enough to pass through this curtain were instantly transported to the Negative Energy Plane, almost certainly causing their deaths. The portal was a one-way door, and no parallel opening back to the Prime Material existed on its other side.

The spellcaster could cast this spell in any loosely rectangular configuration equal to 10 square feet in surface area per level of experience of the priest casting the spell. Once cast, the location of the *gate of doom* was fixed and couldn't be moved by the priest or anyone else until the effect faded. This spell couldn't be cast on any living creature. Attempting to do so caused the *gate of doom* to appear nearby in a random location.

The spell *negative plane protection* provided complete immunity to this spell while it was in effect, including preventing an individual from passing into the Negative Energy Plane, All undead creatures except mummies (or any other type of undead tied to the Positive Energy Plane) could ignore this spell's effects as well.

Level-draining undead, *energy drain* spells, and *enervation* spells cast within 100 yards of a *gate of doom* always operated at twice their maximum effect.

The material components of this spell were a small piece of a burial shroud and the priest's holy symbol.

Spell Ward

(Abjuration)
Sphere: Mystryl
Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One being
Saving Throw: None

This powerful magic conferred upon the caster or a single living touched spell recipient complete personal immunity to one specific, named arcanist spell of each level (for example, *Volhm's bolt,* not just any lightning spell), which had to be determined during casting. In addition, a *spell ward* afforded protection against any one form of damage of *both* natural and magical origins (typical forms were cold, electricity, fire, acid, rot, heat, life-energy drain, and poison). However, a *spell ward* couldn't prevent the contraction of any disease.

Casters who used this spell on themselves could—at an immediate cost of 1d6 points of damage to themselves—transfer the protection of the *ward* to another being through touch. (Unaware or unwilling recipients required a successful attack versus AC 10 to touch.) Such a transfer didn't affect the duration of the *ward;* only the remaining time of protection was gained. No second transfer could be made, and a being who was not the spells caster couldn't transfer a *spell ward* to anyone. *Spell ward* didn't work on automatons (such as golems) or undead creatures.



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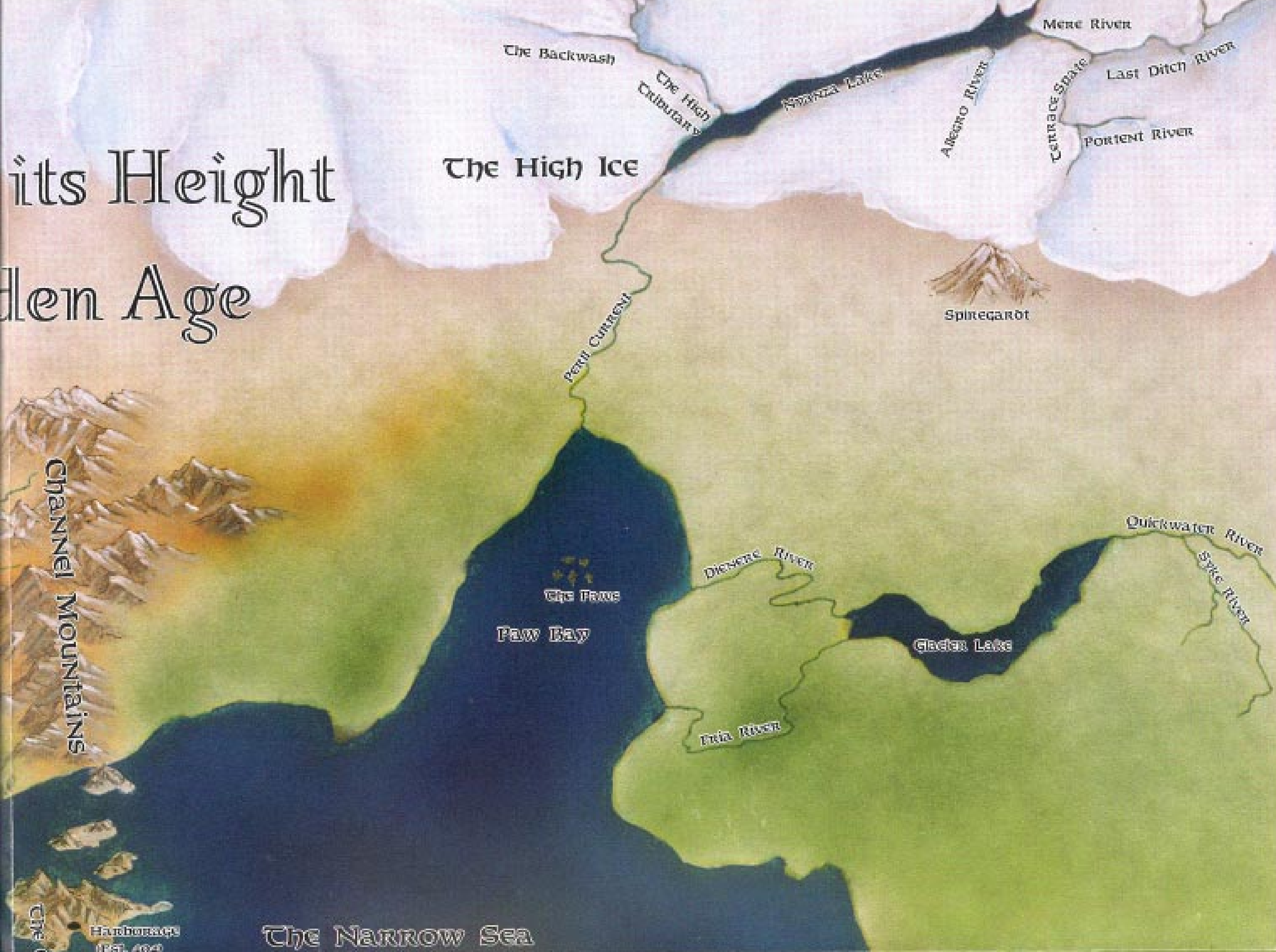

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Frostypaw
Rengarth Ancestral Lands


Rengarth Ancestral Lands
The Narrow Sea
Zenith
Marsh of Simplicity
Watercourse
Quagmire
Columns of the Sky
Watercourse
Doubloon
Tempera Channel
The Hazardous Climb
Watercourse
Key:
City
Enclave
Scale: 1 inch = 30 miles



Unity (Est. 614)
Westwendt Village
Far Horns Forest
The Moss
Zweihaus River
Westview River
Greg
Fluvion (Est. 2212)
Shade
Helo Lake
Wont Surge
The Glorifier
Sunrest Mountain
Remembrance (Est. 1073)
Rampant Peaks
Thunder Peak
Bone Hill


Mountains
Shinantra Mountains
Wreathe (Est. 1714)
Flux River
Redguard Lake
Morey River
Far Horns Forest
Sunderiver
Morey River
Kansus Overwash
The Flats
Angardi Ancestral Lands
Thiefsward (Est. 923)
Holloway (Est. 2714)
Bodensee River
The Hollow


its Height
den Age
The Backwash
The High Tributary
Mere River
Allegro River
Terrace Shale
Last Ditch River
Portent River
The High Ice
Spiregardt
Peril Current
Channel Mountains
The Paws
Paw Bay
Glacier Lake
Fria River
Quickwater River
Syke River
The Narrow Sea



The Narrow Sea
(Est. 404)
Channel Lock
Seventon
Janick
The Alley
Gers
Gustaf
Moran-Fenwick
Nauseef
Gillan
Abbey Mountains
Escalade Rill
Scourge
(Est. 1222)
Nethenil River
The Alley
Channel Mountains
Patrician Peak
Gers River
Myconid Forest
Nethenil River
Gustaf River
Gillan River
Conch (Est. 412)
Nauseef Flow
Nethenil River
Pommel Estuary
Conch River

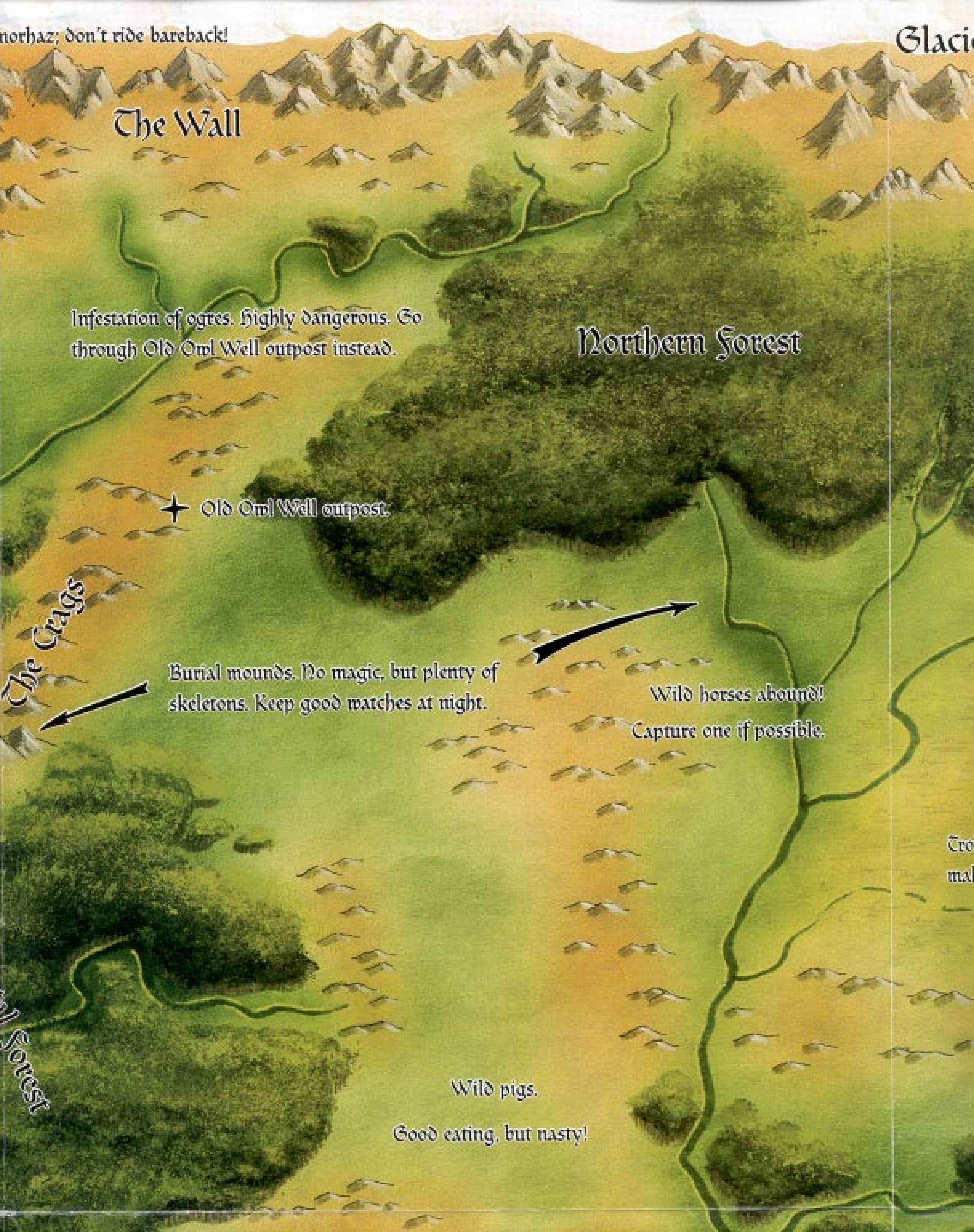


Imbrue (Est. 1074)
Widowmaker Mountain
Macht Lake
Macht River
Marsh of Deception
Mill Lake
Lake
Eastern Forest
Delia
Dagger's Point
Hidden Forest
Slade Mountain

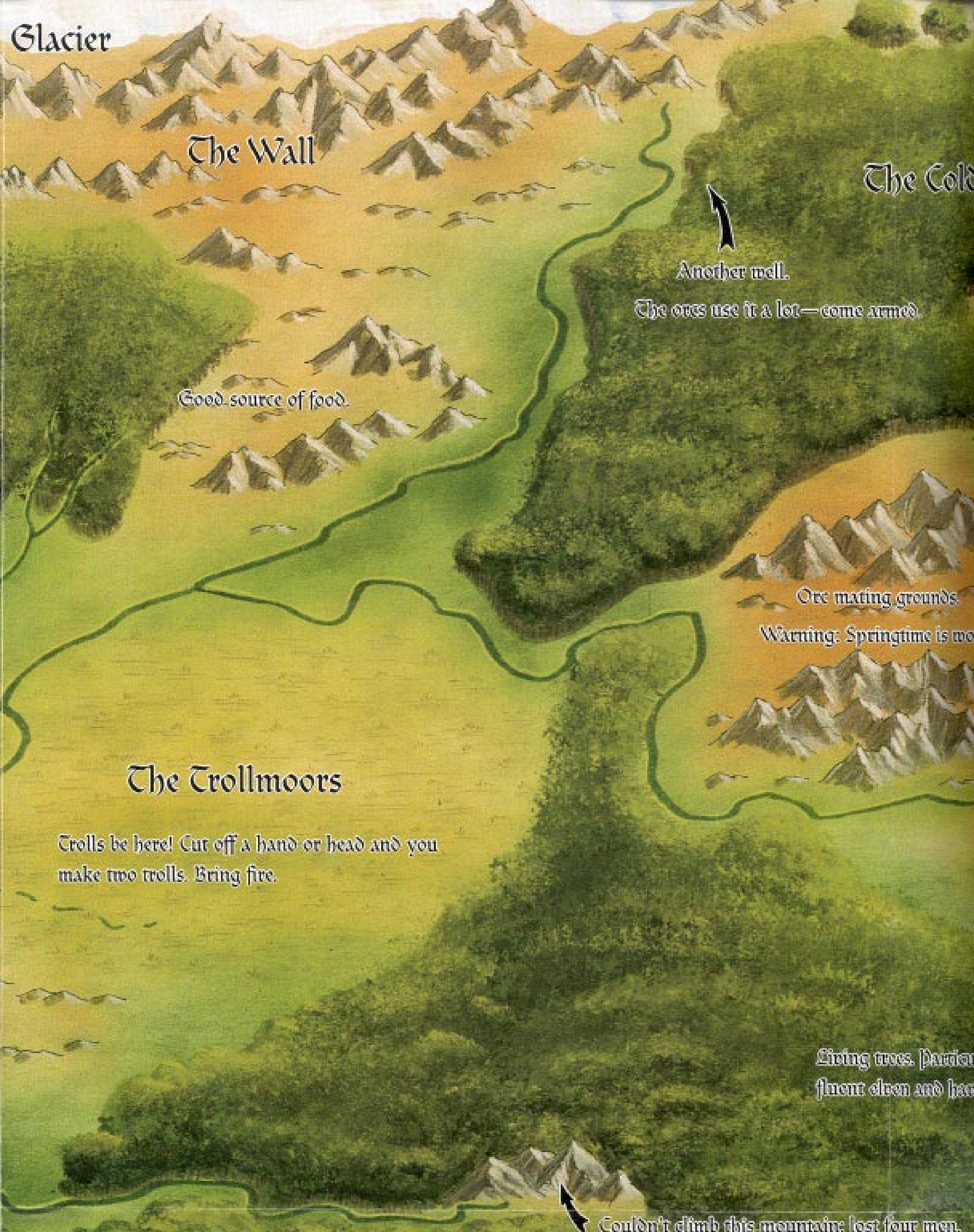

Brook
Hidden Lake
Trinity
Lodestar Mount
Hatchet Mountains
Southill River
(Est. 1004)
Xanth
Opus
Marsh
of Amnesty
Hungry River
Frothwater (Est. 2774)
Esslin River
Moran River
Moander's Footstep
Gods' Legion Mountains
Blister (Est. 2573)
(Est. 2612)
Roy M. Boholst



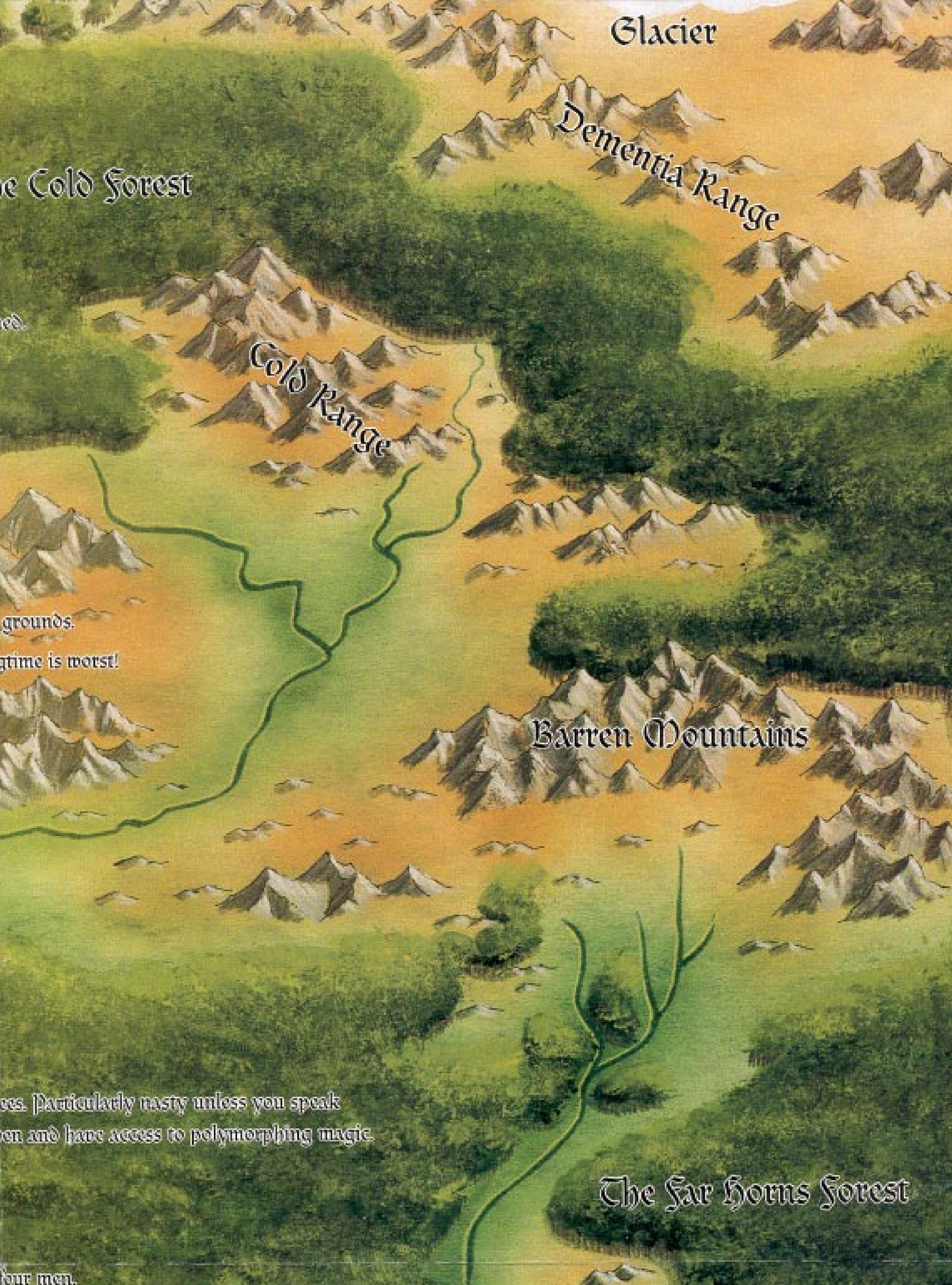
Glacier
Barbarians; they HATE magic.
N
Coastal Forest

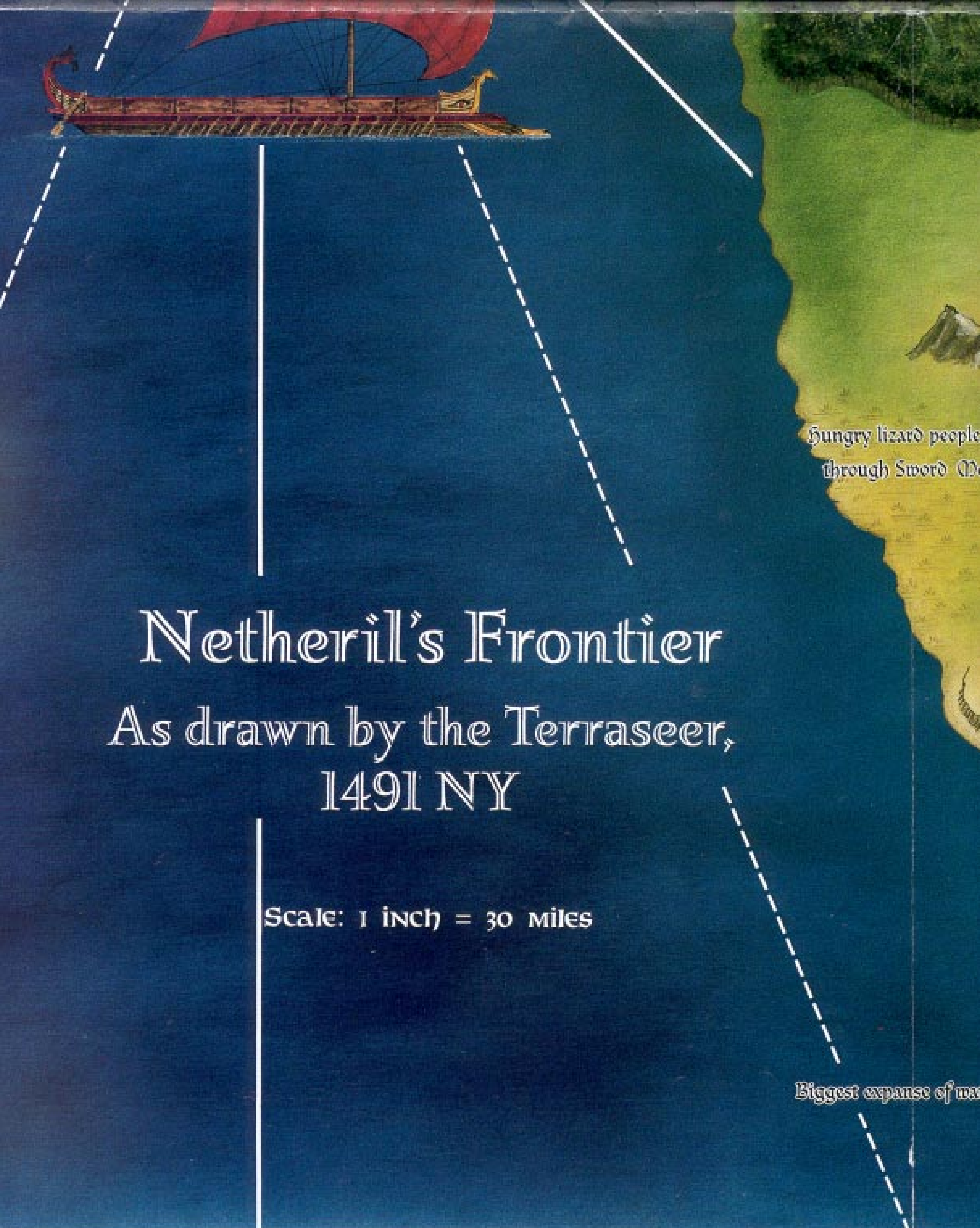


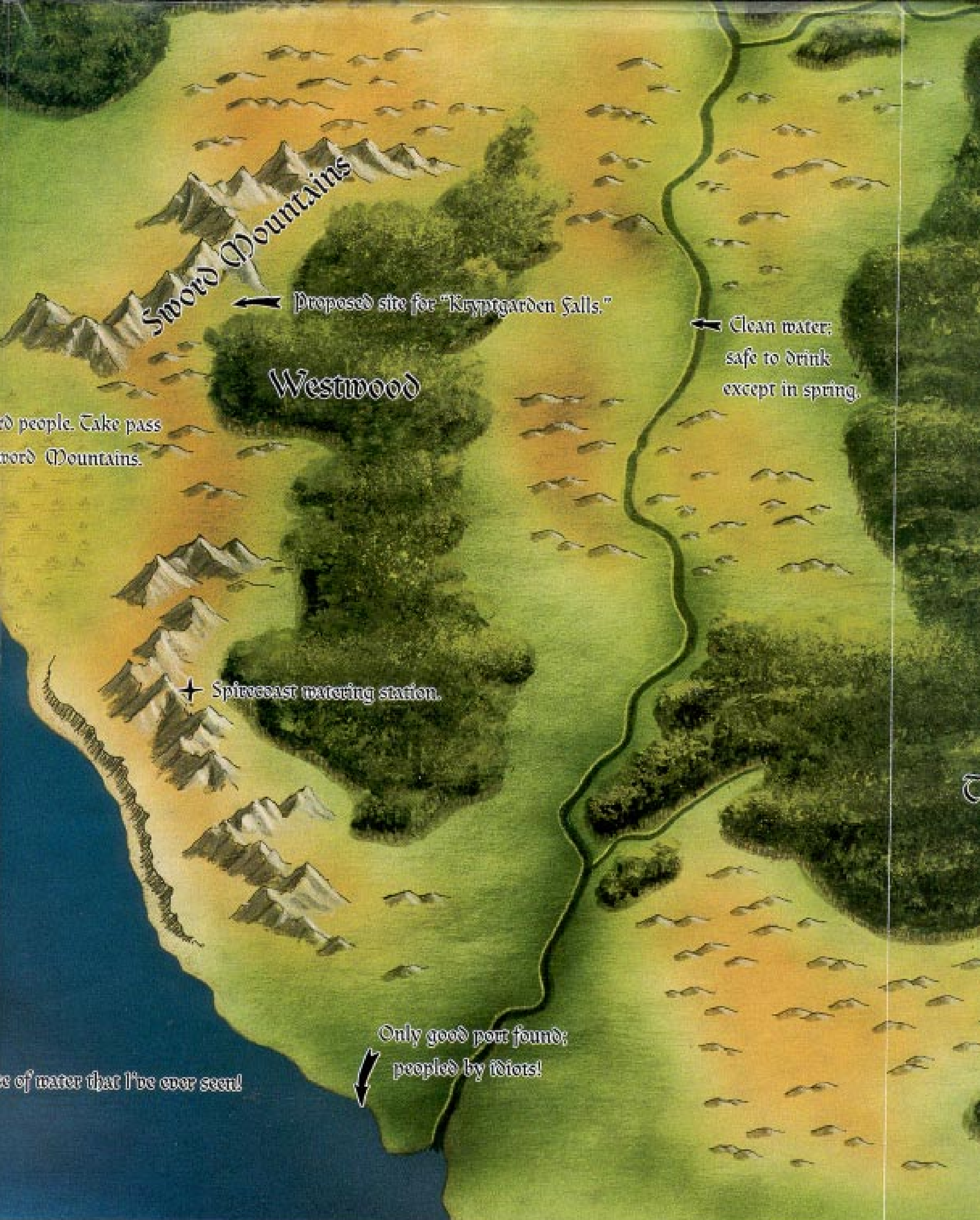
northaz; don't ride bareback!
The Wall
Infestation of ogres. Highly dangerous. Go through Old Owl Well outpost instead.
Northern Forest
Old Owl Well outpost.
The Crags
Burial mounds. No magic, but plenty of skeletons. Keep good watches at night.
Wild horses abound!
Capture one if possible.
Wild pigs.
Good eating, but nasty!



Glacier
The Wall
The Cold
Another well.
The orcs use it a lot—come armed.
Good source of food.
Orc mating grounds.
Warning: Springtime is mo
The Trollmoors
Trolls be here! Cut off a hand or head and you make two trolls. Bring fire.
Living trees. Partic
fluent elven and ha
Couldn't climb this mountain; lost four men.

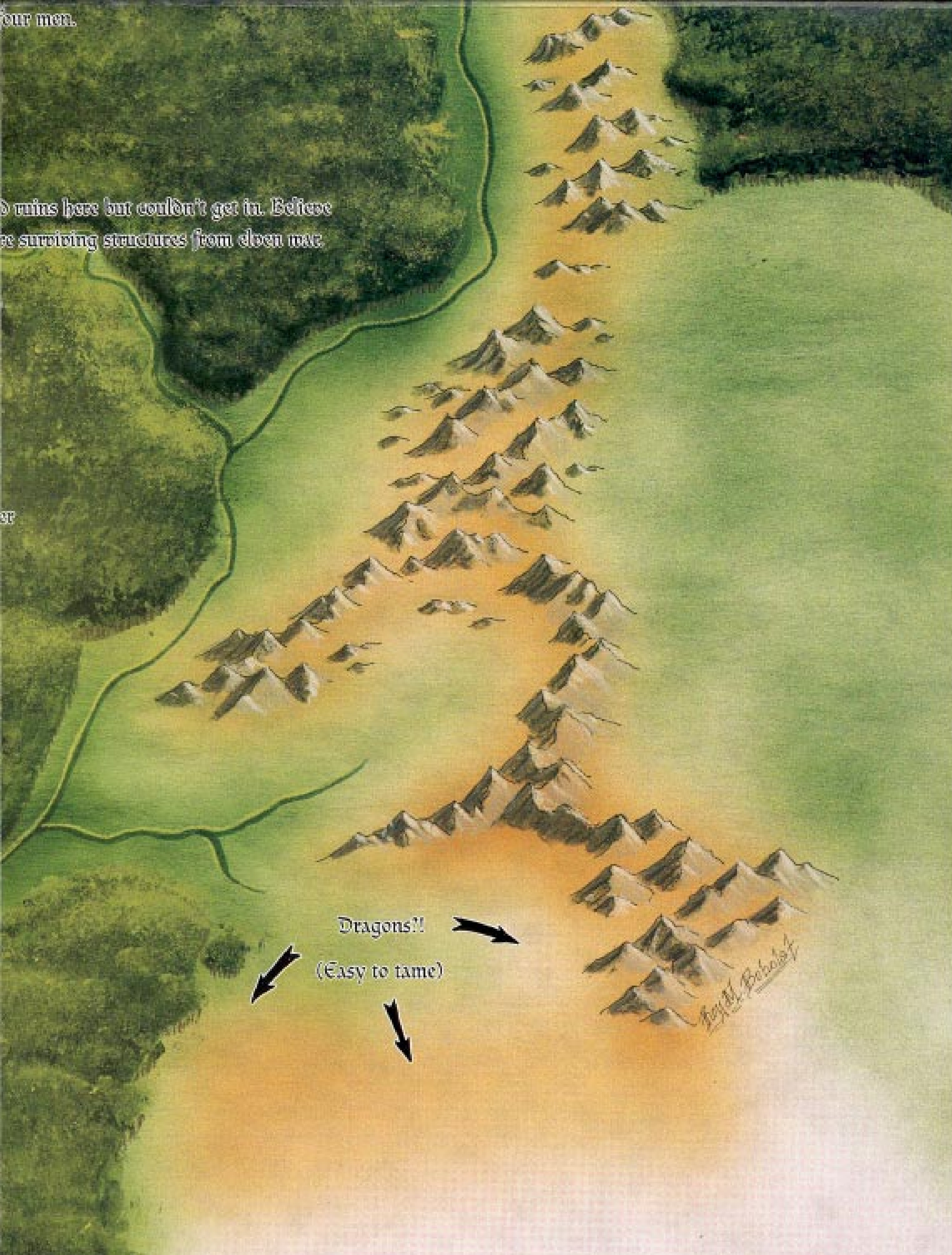

Glacier
Dementia Range
e Cold Forest
ed.
Cold Range
grounds.
gtime is worst!
Barren Mountains
ees. Particularly nasty unless you speak
en and have access to polymorphing magic.
The Far Horns Forest
our men.


Netheril's Frontier
As drawn by the Terraseer,
1491 NY
Scale: 1 inch = 30 miles
Hungry lizard people
through Sword
Biggest expanse of



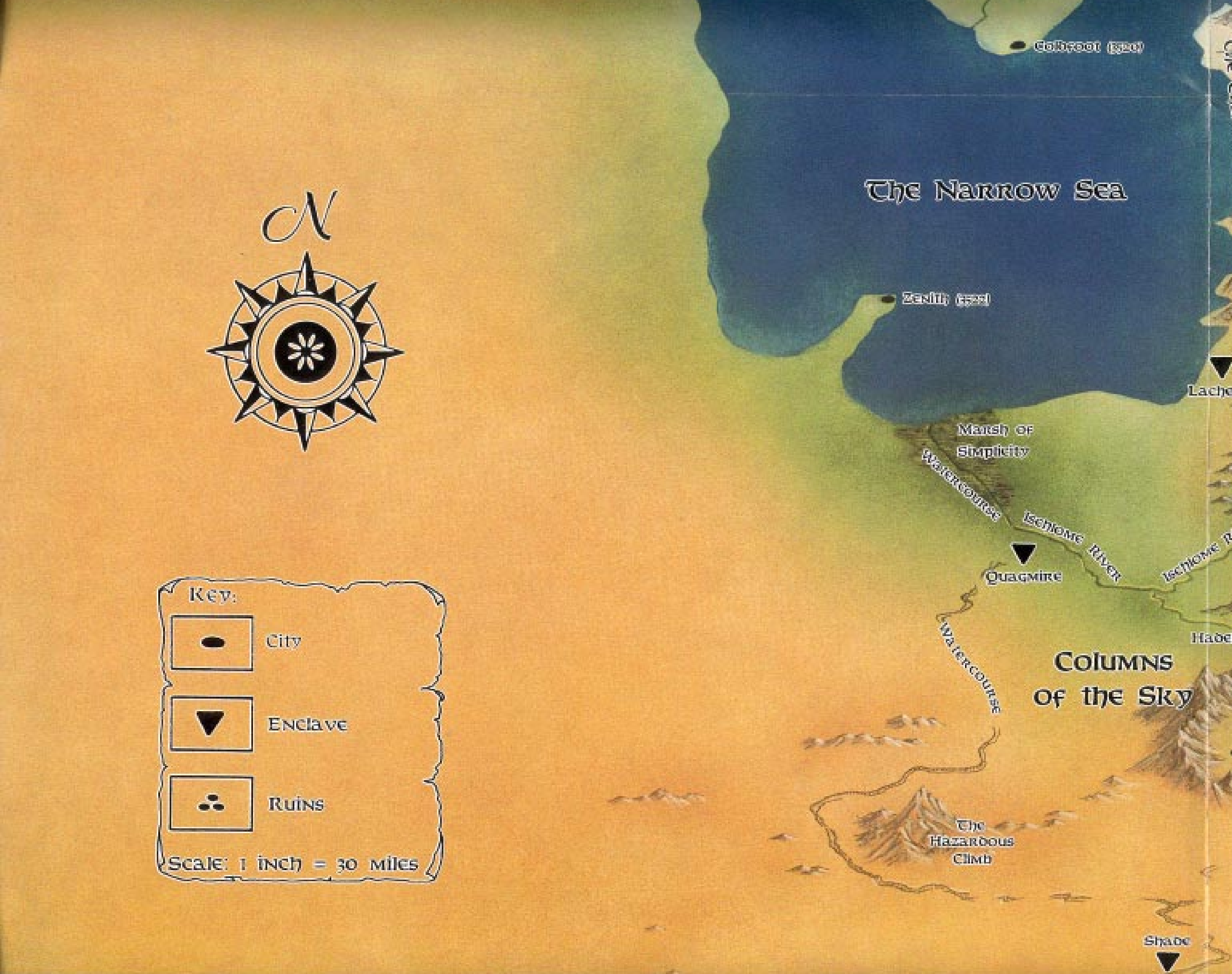
Sword Mountains
Proposed site for "Kryptgarden Falls."
Clean water;
safe to drink
except in spring.
Westwood
d people. Take pass
word Mountains.
Spirecoast watering station.
Only good port found;
peopled by idiots!
e of water that I've ever seen!

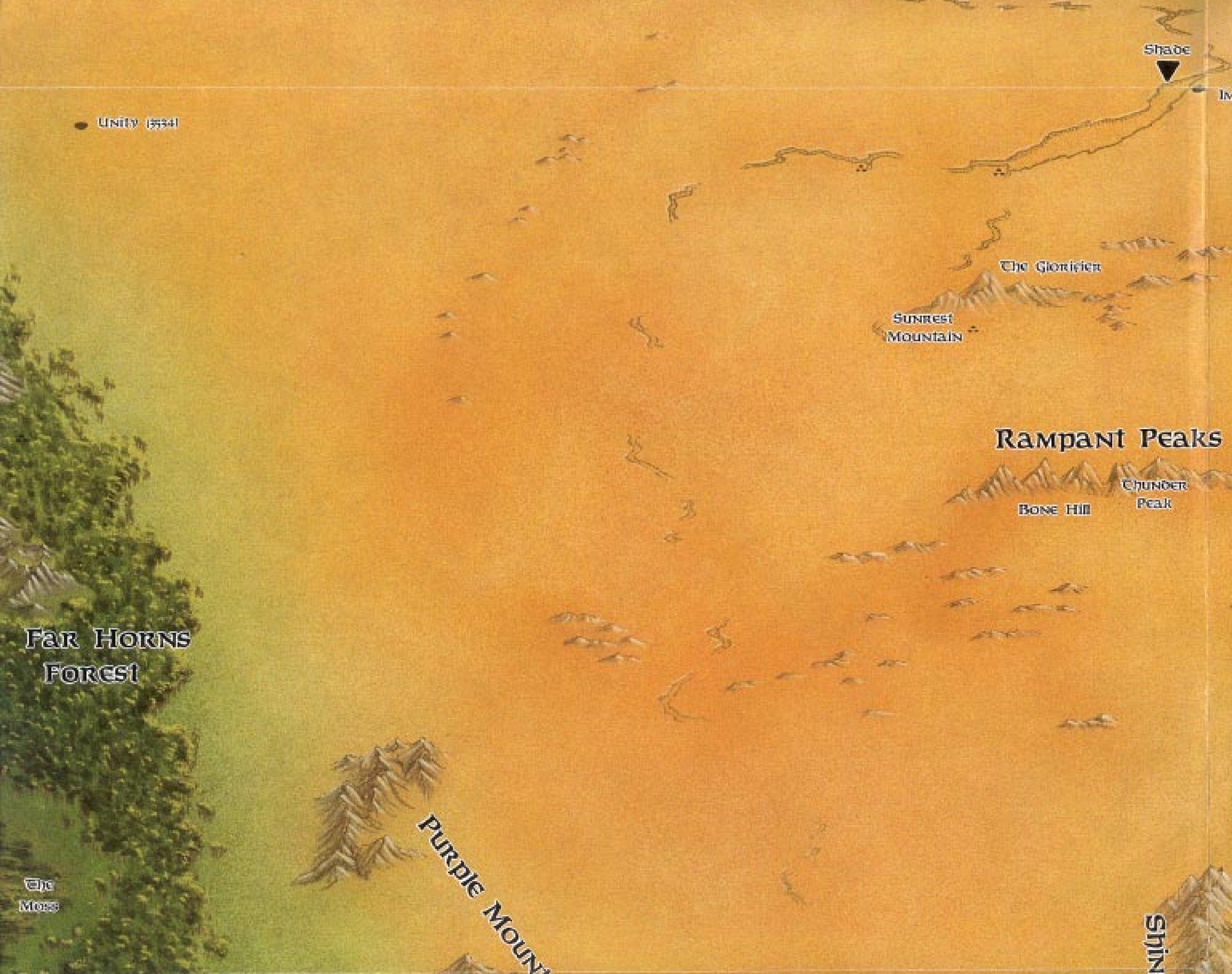

Couldn't climb this mountain; lost four men.
Believe magical beings are here.
The High Forest
Found ruins
they're
Caverns that go on forever.
Dried-up old river.
Dig four feet for water
and then boil.
The High Forest

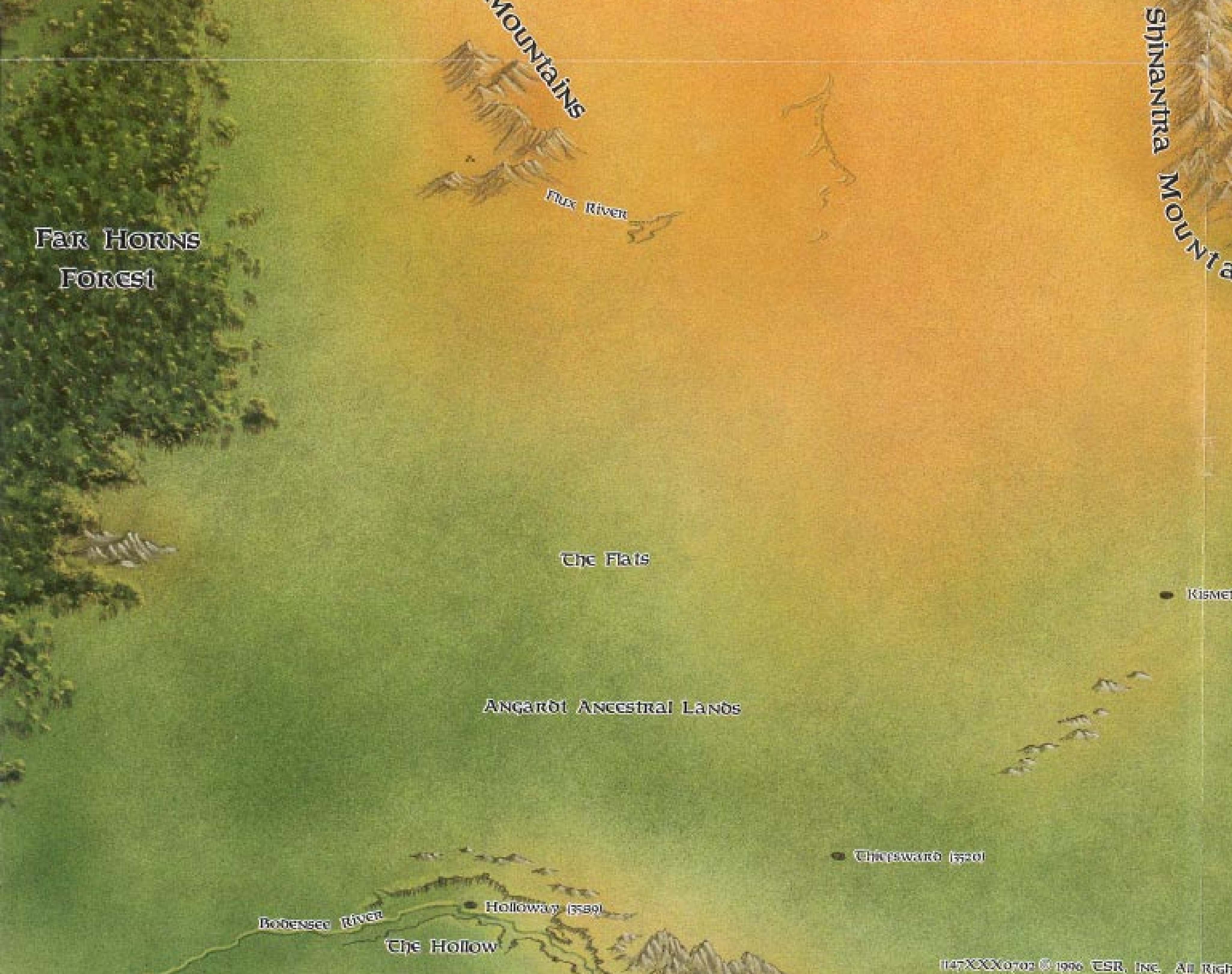

our men.
d ruins here but couldn't get in. Believe
e surviving structures from elven war.
er
Dragons!!
(Easy to tame)



Netheril at
3520
Dementia Range
Cold Forest
Waterdourne River
Ascore
Meiter River
Bay of Ascore
Sanctuary
Northreach
Sanguine Mountain
Barren Mountains
The High Ice


N
Key:
City
Enclave
Ruins
Scale: 1 inch = 30 miles
The Narrow Sea
Zenith
Marsh of Simplicity
Watercourse
Ischiome River
Quagmire
Watercourse
Columns of the Sky
The Hazardous Climb
Shade


Shade
Unity
The Glorifier
Sunrest Mountain
Rampant Peaks
Thunder Peak
Bone Hill
Far Horns Forest
Purple Moun


Mountains
Shinantra Mounta
Flux River
Far Horns
Forest
The Flats
Kismet
Angardt Ancestral Lands
Thiefsward (3520)
Holloway (3589)
Bohensee River
The Hollow
147XXX0702 © 1996 TSR, Inc. All Righ



at the Fall
D NY
Channel Mountains
Diénere River
Fria River
Glacier Lake
Quickwater River
Syke River
Harborage
The Narrow Sea

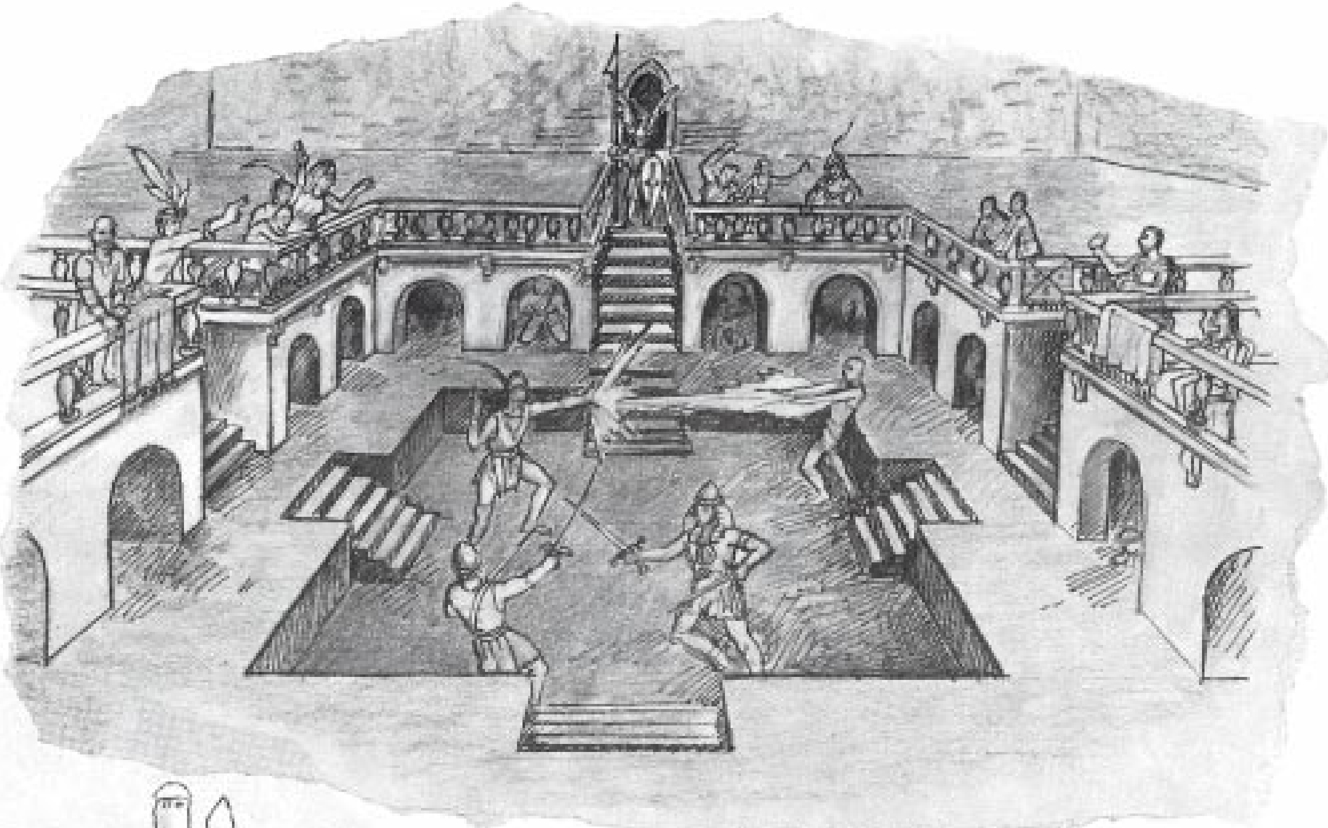


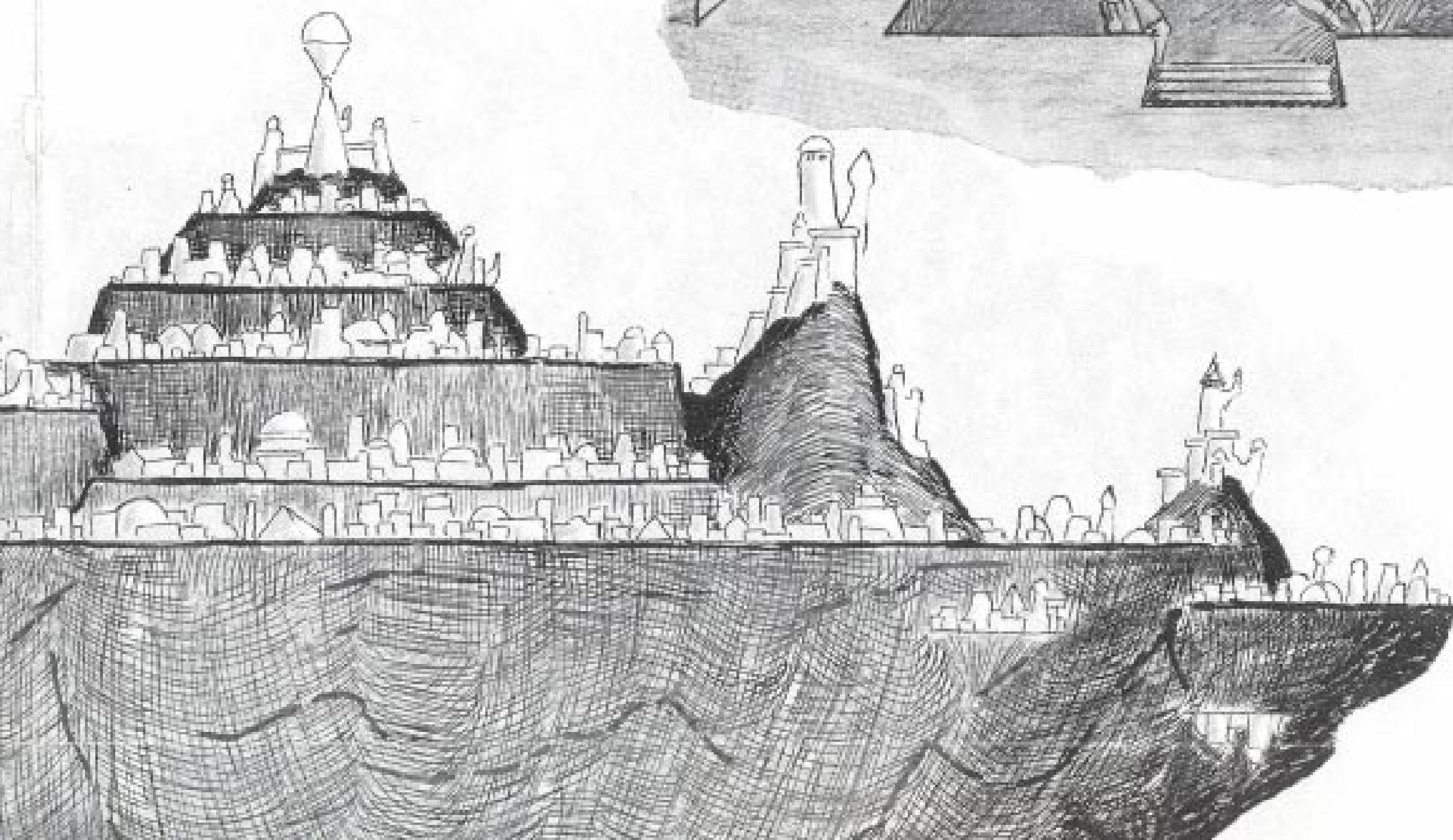
The Narrow Sea
Channel Lock
Sevenion
Gers (3522)
Moran-Fenwick (3522)
Gustav (3522)
Nauseef
Gillan (3522)
Netheril River
Patrician Peak
Myconid Forest
Conch (3524)
The Alley
Abbey Mountains

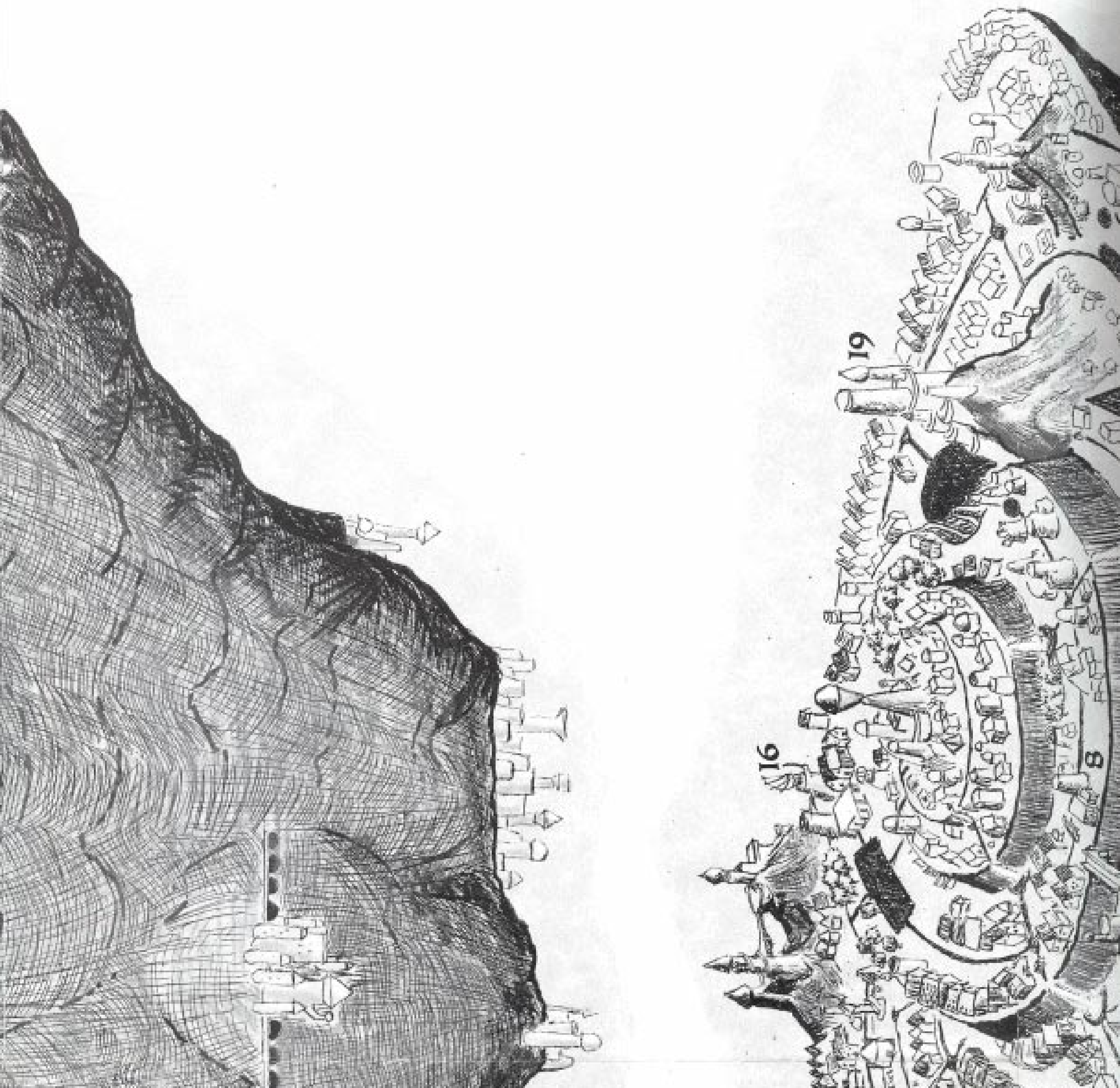

Imbrue (3384)
Falter
Shadowtop Borough
Netheril River
Macht Lake
Widowmaker Mountain
Macht River
Specie (3364)
Eastern Forest
Delia
Dagger's Point
Hidden Forest
Yeoman's Loft


Dahla River City
Hidden Lake
Trinity
(3520)
Caniespiere
(3600)
Southrill River
Hatchet Mountain
Lodestar Moun
Spiel
Jackal Creek
Basin Lake
Xanth
Marsh
of Amnesty
Opus
Hale River
Gods' Legion
Coniferia
(3604)
Hungry River
Frothwater (3650)
Wolfsbane River
Essin River
Moran River
The Fox
Moander's Footstep
Eastern Forest
Blister (3547)

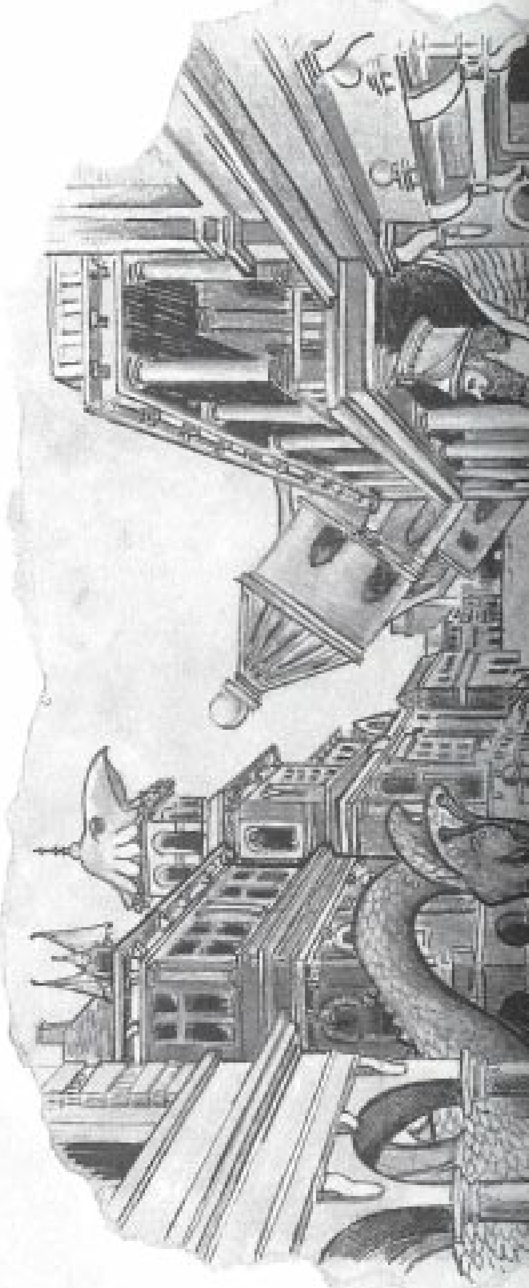
sus Enclave

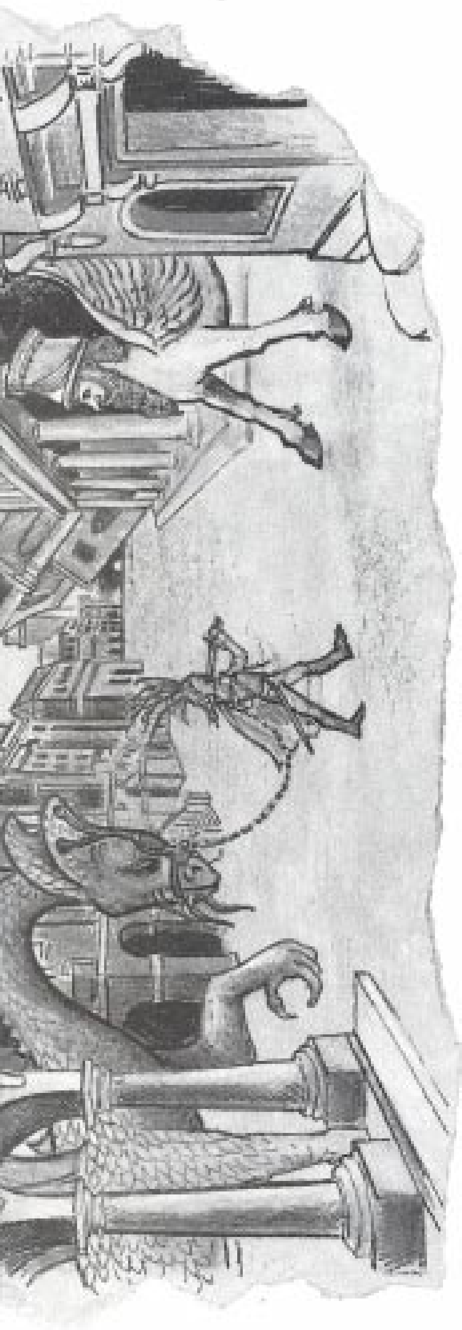


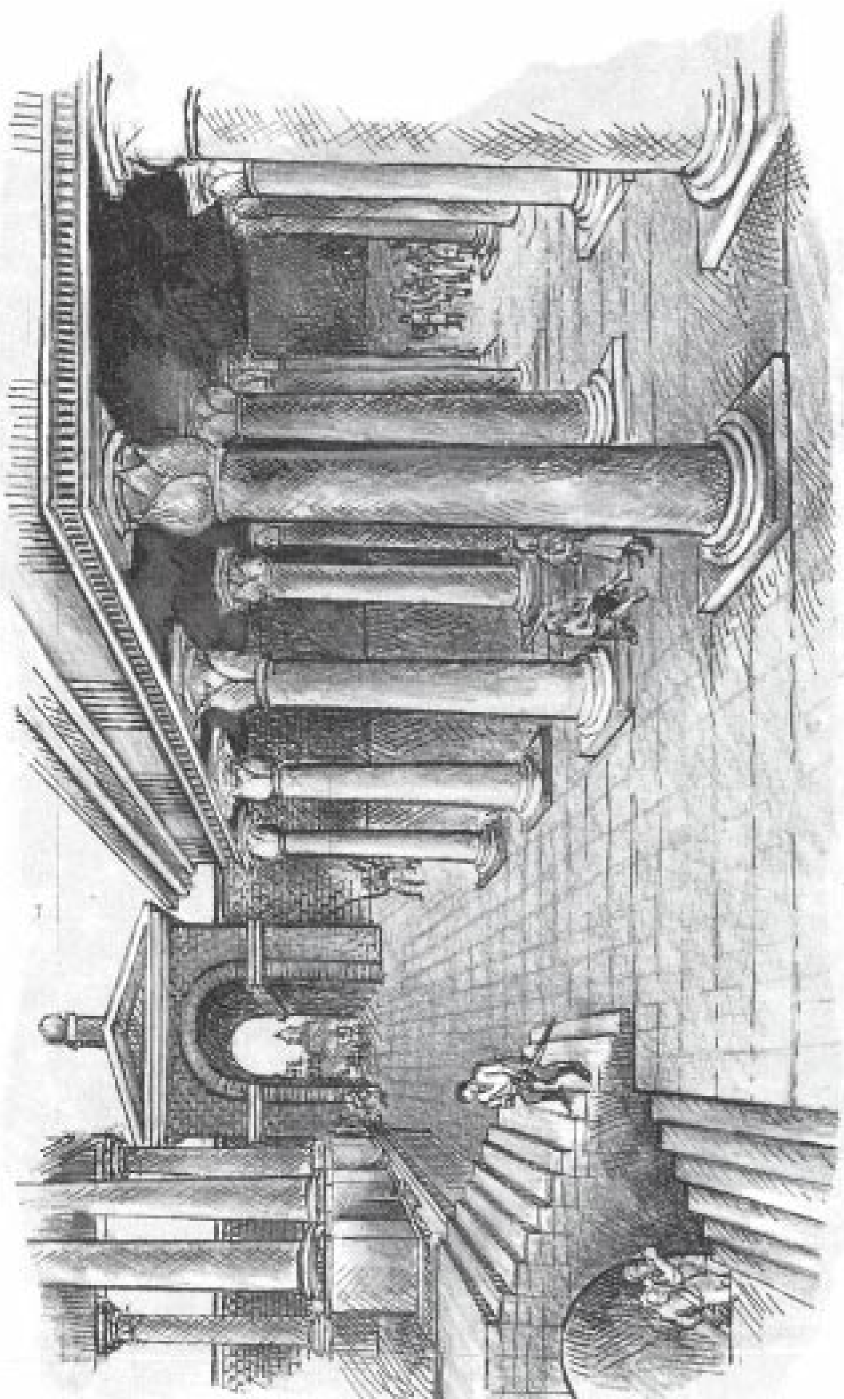



19
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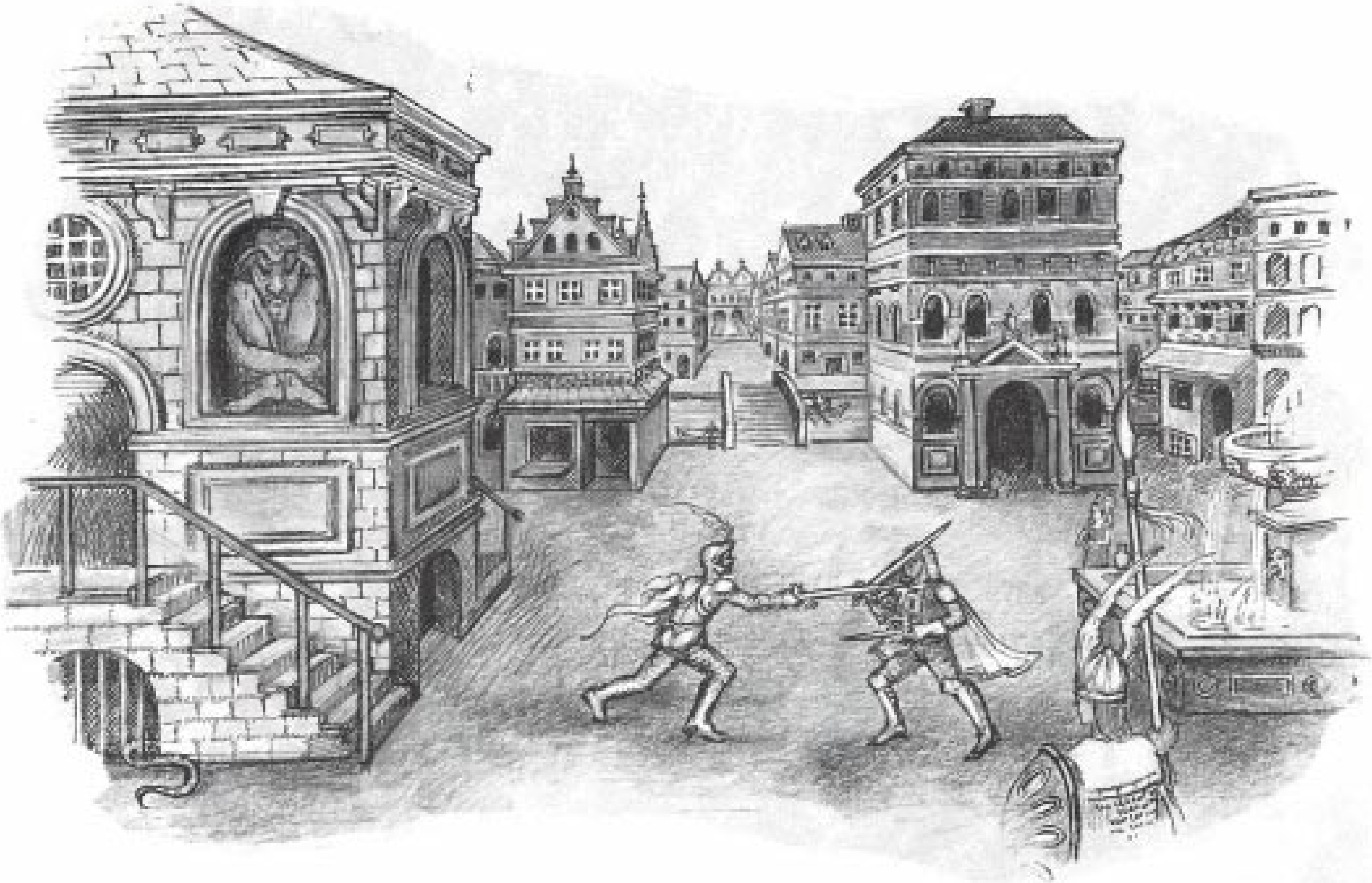

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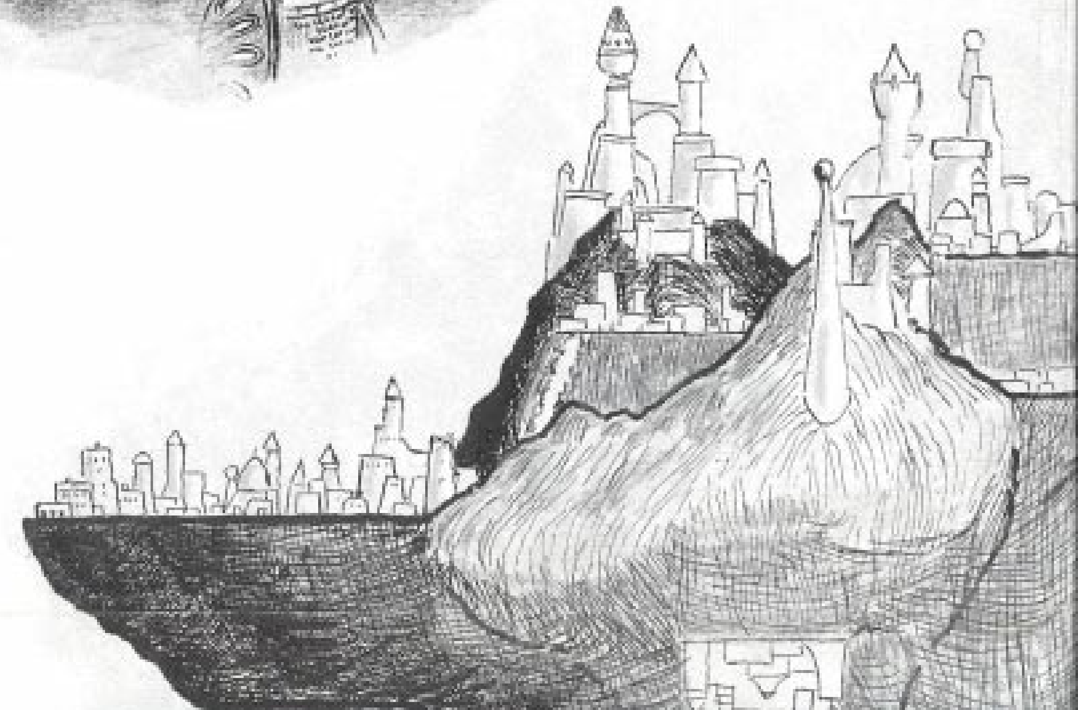


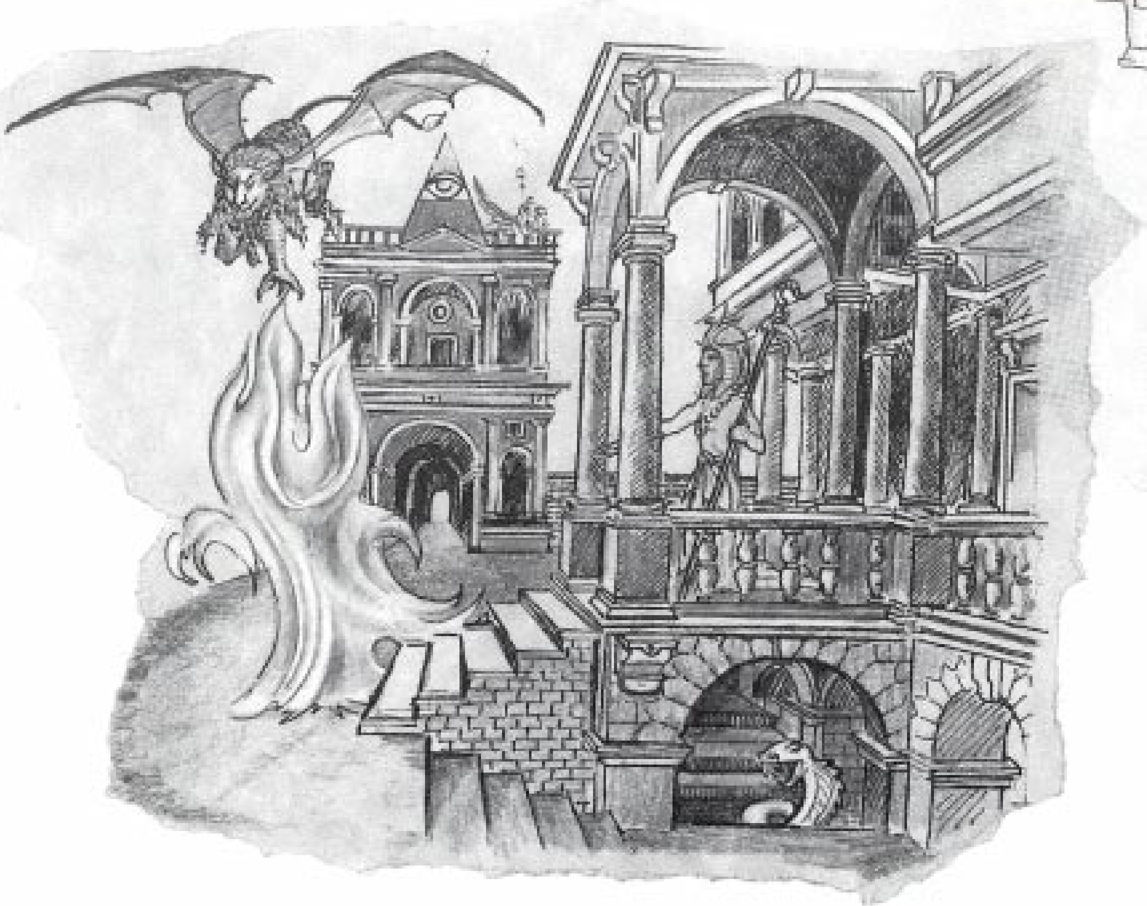


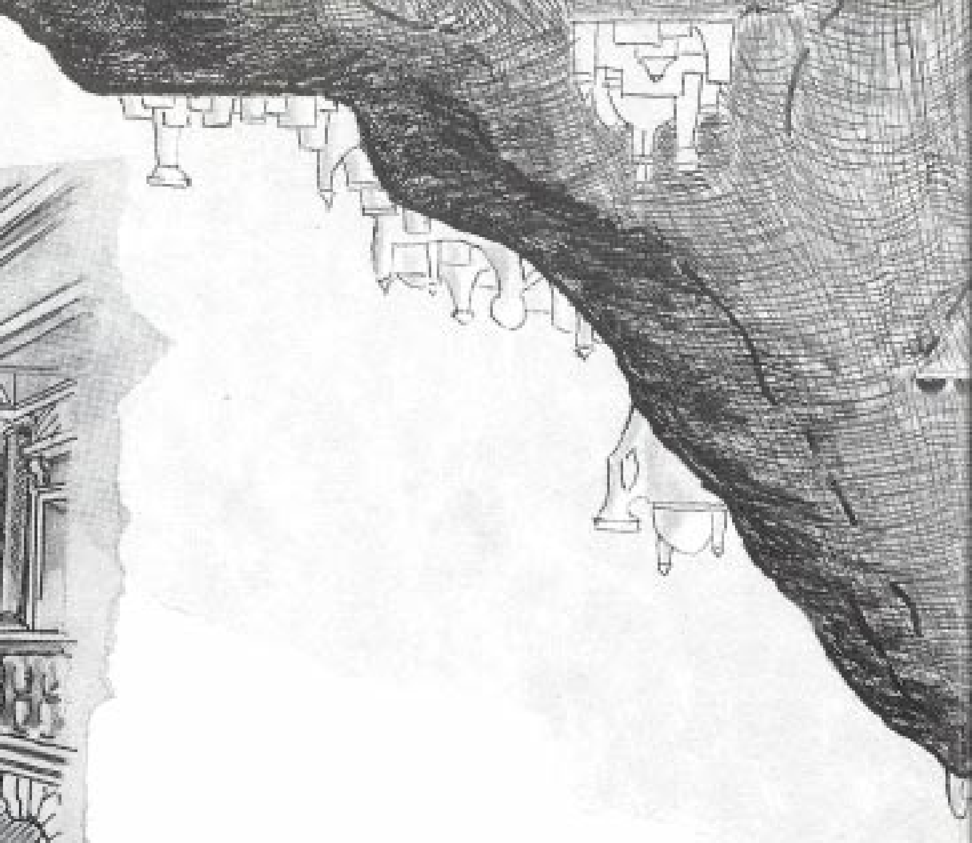


The Karsu









1. Academy of Mentalist Study
2. Alchemical Seminary
3. The Ancient Scrolls
4. Constabulary Branch One
5. Constabulary Branch Two
6. Constabulary Branch Three
7. Dunbaden's Armory
8. Ioulaum Industries

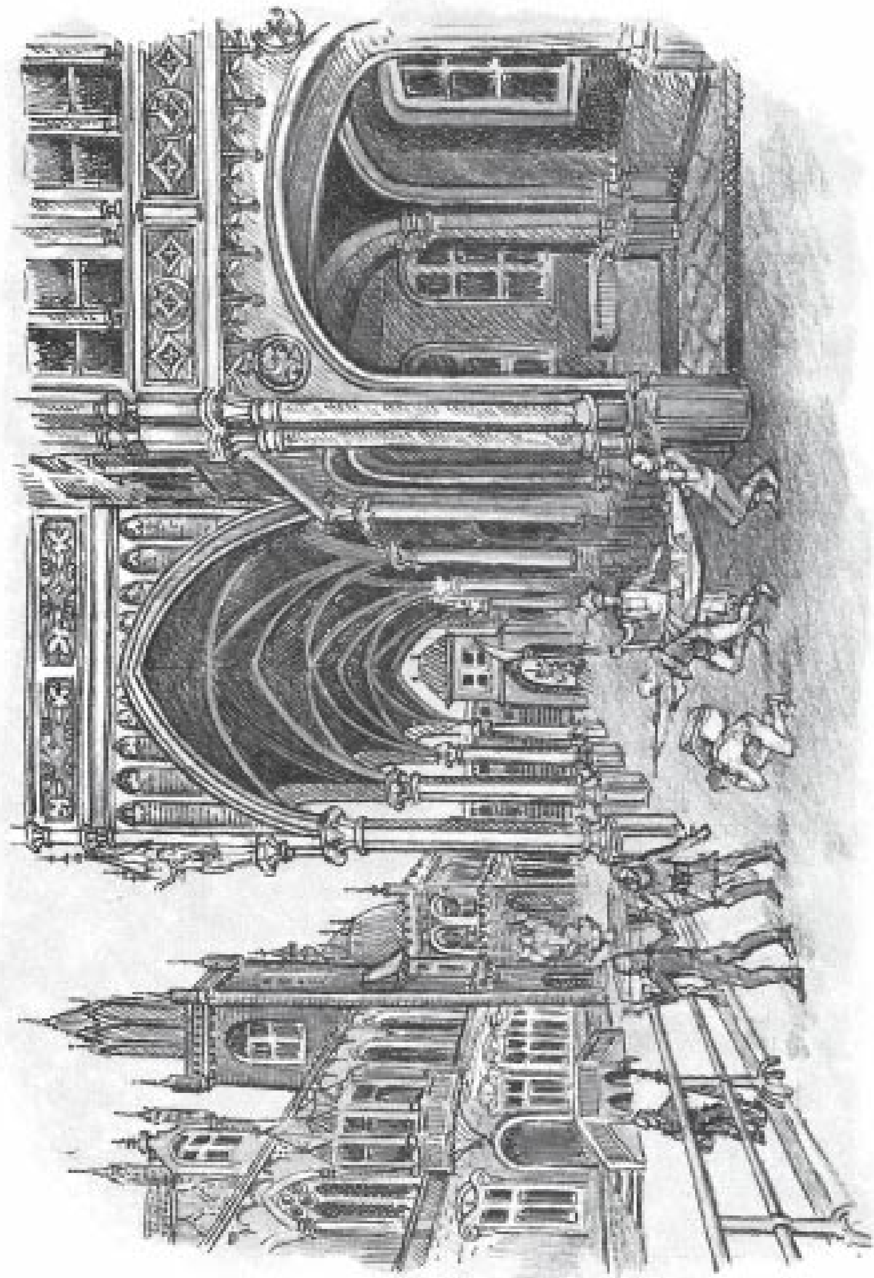


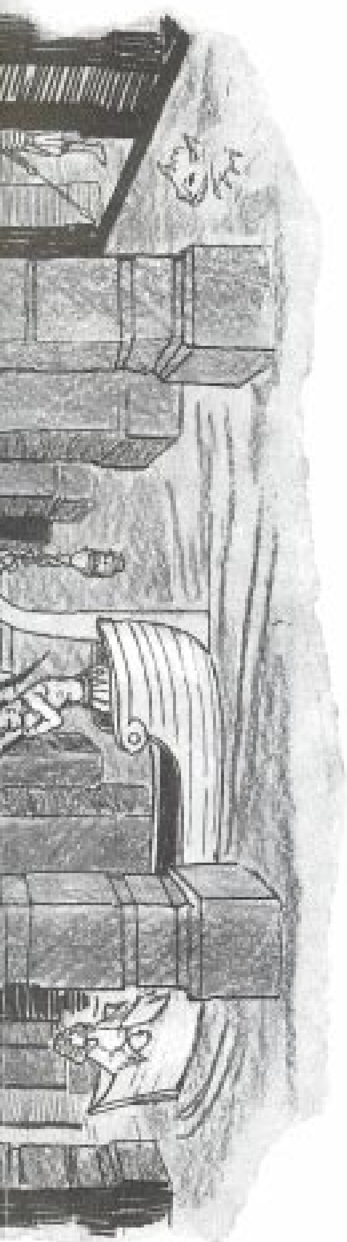
6. Constabulary Branch Three
7. Dunbaden's Armory
8. Ioulaum Industries
9. Karsus Castle
10. League of Noted Singers and Performers
11. Library of Netheril
12. Museum of Heavy Magic
13. Mythallar Housing
14. Netheril Mint
15. Mythomian Warehouse
16. QM III
17. Rualadeen Arms
18. Shadow Consortium
19. Transgate Industries
20. University of Definitive Archwizardry











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